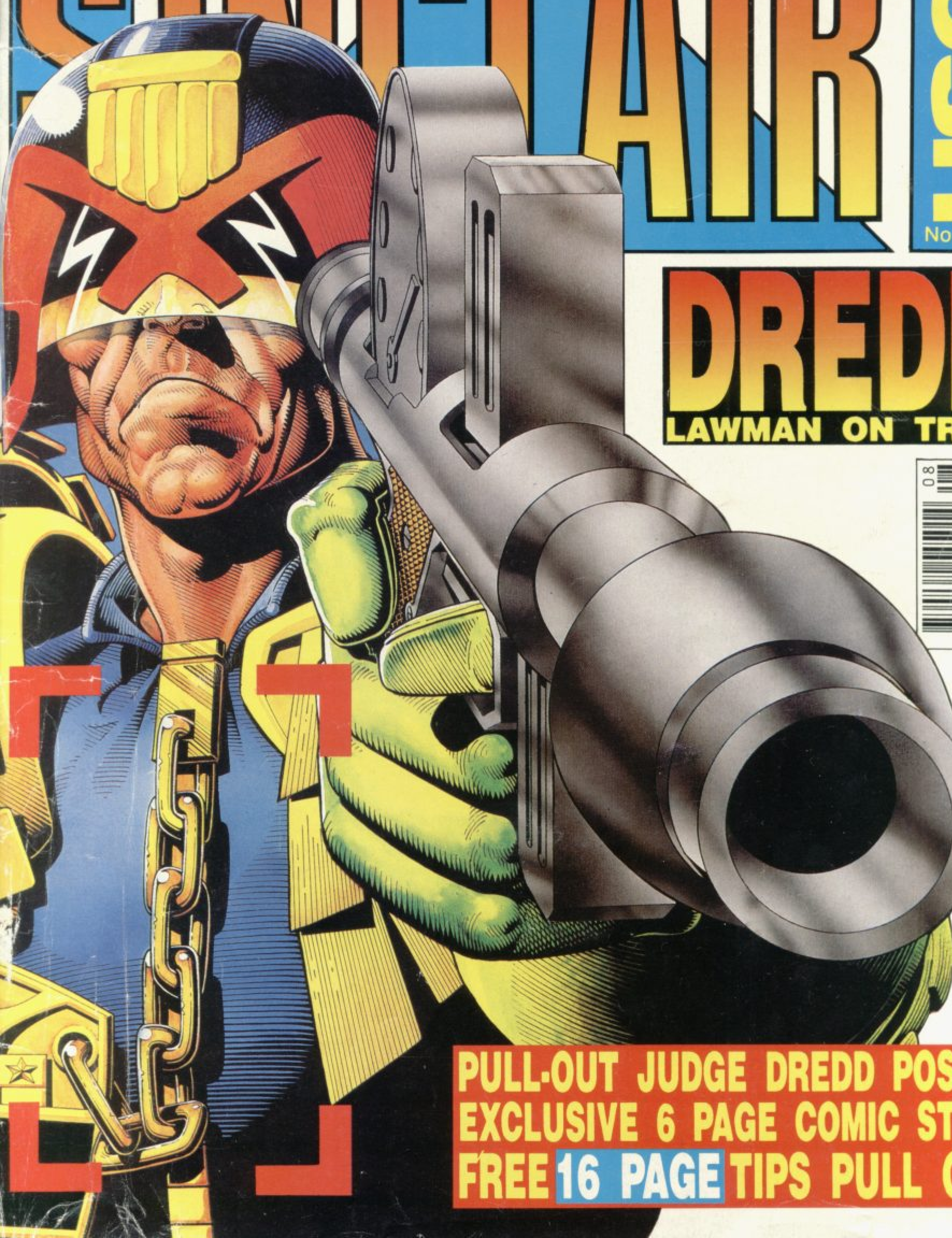
COMIC HEROES SPECIAL ISSUE!

£1.85
AUGUST
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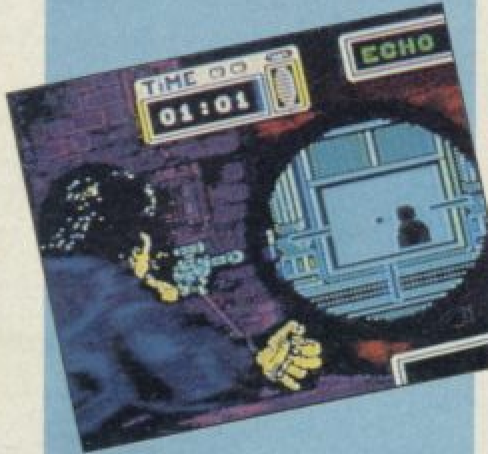


DREDD
LAWMAN ON TRIAL

PULL-OUT JUDGE DREDD POSTER
EXCLUSIVE 6 PAGE COMIC STRIP!
FREE 16 PAGE TIPS PULL OUT



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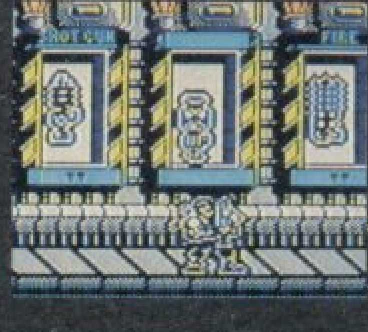


CONTENTS

CRIME BUSTIN' JAW BREAKIN' PERP STOPPIN' LAW ENFORCIN' JUDGE DREDD SPECIAL!

DOUBLEHITS TAPE > 6

Overdose on Action! This month's tape has got more flying bullets per square inch than a small cave full of trigger happy gangsters armed with ricochet guns. There's TANK, a complete full-price Ocean game, a playable demo of MIDNIGHT RESISTANCE, and there's also a whole level of DESTINY MISSION, a thrill-filled blast







SOFTWARE

CHECK OUT > 64

Video! Cars! Smut! (well, alright...) Books! All compiled by the fair hand of Chrissy Jenkins. This month's featured star is The Hunchback Hairball of L.A. Oh, and there's this simply darling little car...





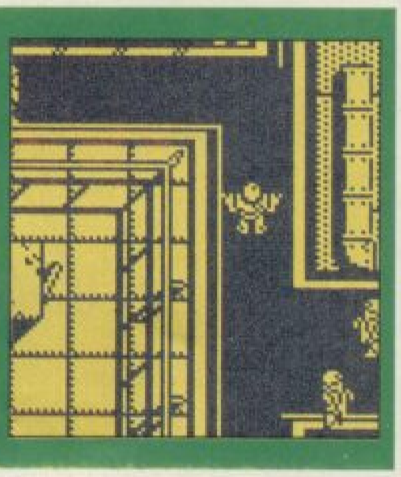
JUDGE DREDD STRIP > 12

The Unsmiling One stars in an action packed all-colour 6 Page story from 2000AD. Brakkatazoom!



SOLUTIONS 3 > 31

Klax Cracked! Crack-down Downed (?) n the third gripping installment of our exciting Tips series, Garthy The Sump dishes the dirties of tricks to help you through TO THE VERY END! Pull it out, fold in half and snip the top! Ta-daa!



PRIME PERPS

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CONNECT > 35

Feel it tear! Hear it rip! Ooooh!

COIN OPS > 56



Riding along on the crest of a wave and the sun is in the sky! J.C. looks like the skilly fantilliest coin-op of the month. Read all abart it!!



HOSTAGES

C'est beacoup d'action when you are called in to co-ordinate the actions of a crack group of elite hostage saving dudes that smoke more embassies than Alex Higgins.

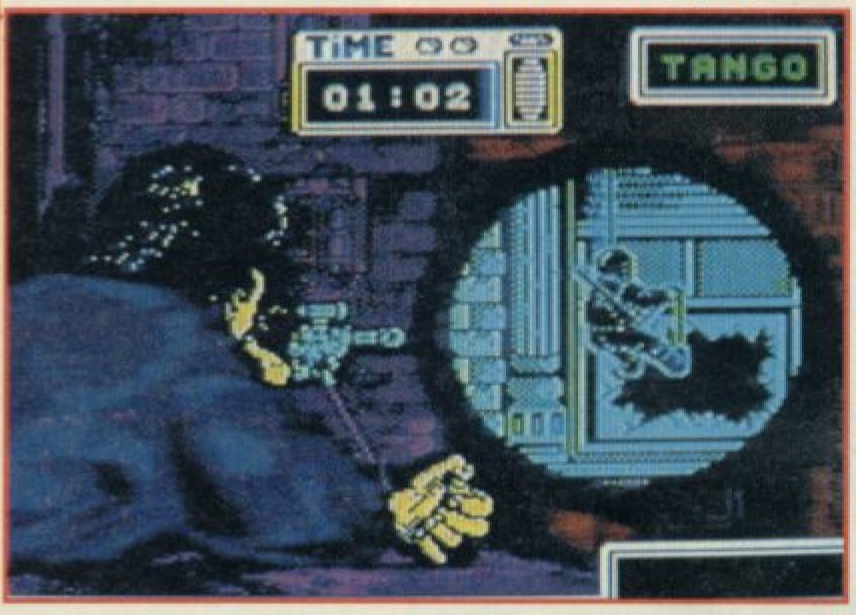
The action is split up into two phases. Phase one involves you positioning three snipers in predetermined positions around the embassy. It's now dark and Delta, Echo and Mike are each equipped with a nightsight. However, they'll be no use unless they can get to their predetermined positions from where they can have a crack at any terrorist that is foolish enough to show themselves against a lighted window. But the terrorists have searchlights and so the snipers must run, duck, dive and make use of any dark corners in order not to be spotted. Once they re hit by a compromising beam of light, the dastards in the embassy will shoot at your men and if they hit them it's scratch one operative and you must get at least one sniper into a position before you can move on to stage two.

STAGE TWO

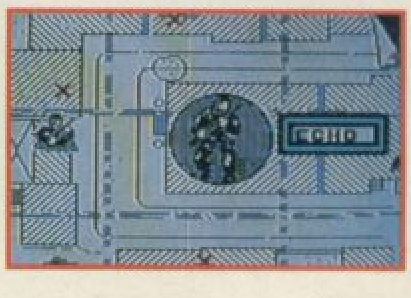
Now the going gets tough. You've got a least one marksman in position and you've loaded stage two. Three men have been dropped onto the top of the embassy and you must now take control of each in turn by hitting shift one to five and clear the building of terrorists. The three men on the roof must absail down the walls and with careful timing, he will bash through a window and into the frey. You can put all three in if you like but you'll have to keep an eye on the status lights of each player so that you can get to them if they should be in danger.

Each man is shown on the plan view of each floor. Terrorists are also shown as they move around from room to room. You must work your way around the building, shoot terrorists, rescue hostages and keep all the members of your team alive. Once you've killed a green clad terrorist the hostages will tag along with you. They need to be dumped in the central room on the 3rd floor (the room with no windows) whilst you round up the rest of their nasty little friends.

Hostages has been out for over 18 months on other formats and was well overdue for release on the Spectrum where it should be well received. The graphics are good, although the flick screen turning on phase two gives the terrorists a bit of an edge and generally the game is highly playable, levels making it progressive, easy to get into and should have you up against it for some time!









SCORES

Graphics	79
Sound	76
Playability	81
Lastability	83

OVERALL 83%

A 'heavy' subject tackled admirably and right on target for all arcade/strategists

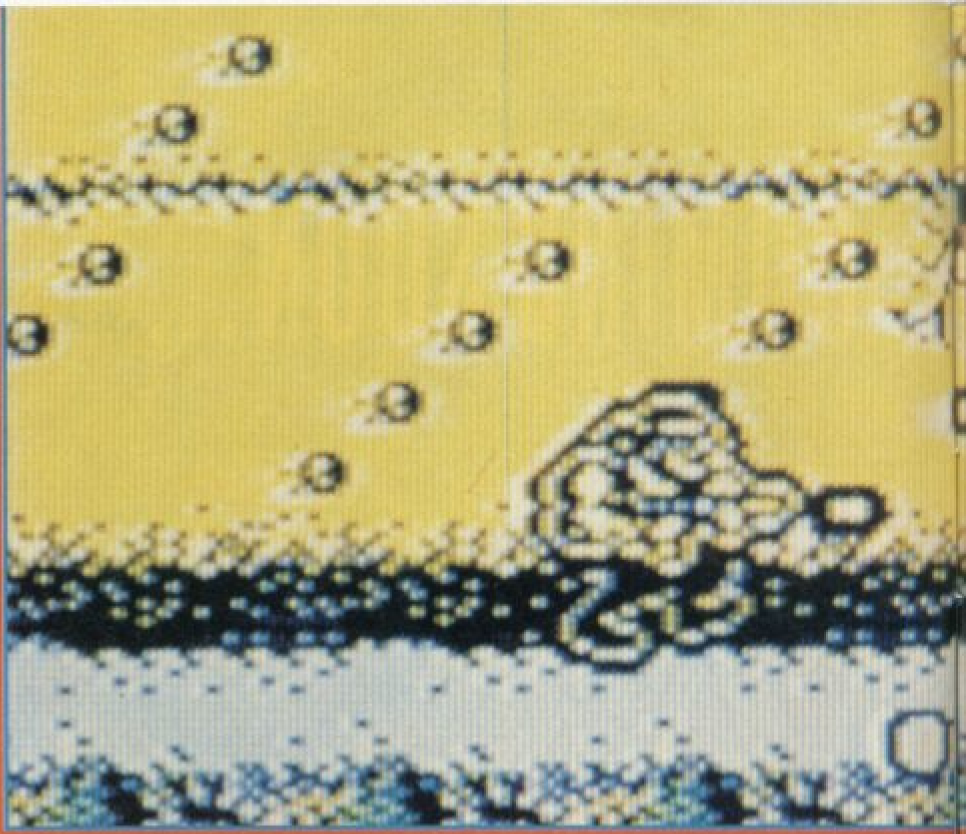
Label: Infogrames
Price: £9.99/14.99

GARTH SUMPTER


COMING SOON...
BACK TO THE FUTURE PART II ™
DMC
IMAGE WORKS ™
1
2
3
4
5
POLICE
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IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

DOUBLE HITS 3

MILITARY HARDWARE!



Will the action EVER stop? Not if we have anything to do with it. The latest DoubleHits tape, number 3, is even more spondicious than the previous two, and that takes some doing. So what's on the end of the stick, Vic?

SIDE A - TANK

Based faithfully on SNK's top coin-op title, Ocean's Tank is a cross between a military simulation and a shoot-'em-up which demands your ultimate skills.

Your mission is to break through the defences of an evil dictator and free your country. At your disposal is the latest combat tank, armed with machine guns and heavy cannon. You start from a beach-head landing site; as you progress deeper into enemy territory, you get the chance to pick up extra fuel and equipment which has been air-dropped ahead of you.

Use the normal loading procedure; if you have a 128K machine, put it into 48K mode first.

The game can be controlled by either joystick or keyboard; in joystick mode, the turret is rotated using keyboard controls. You can disable this facility if you want, following the on-screen instructions.

TANK UP	I
TANK DOWN	K
TANK LEFT	J
TANK RIGHT	L
TURRET CLOCKWISE	F
TURRET ANTICLOCKWISE	S
MACHINE GUNS	SPACE
CANNON	D

JOYSTICK: (Kempston or Sinclair)

FIRE -	MACHINE GUNS
KEY F -	TURRET CLOCKWISE
KEY S -	TURRET ANTICLOCKWISE
SPACE -	FIRE CANNON

GAMEPLAY

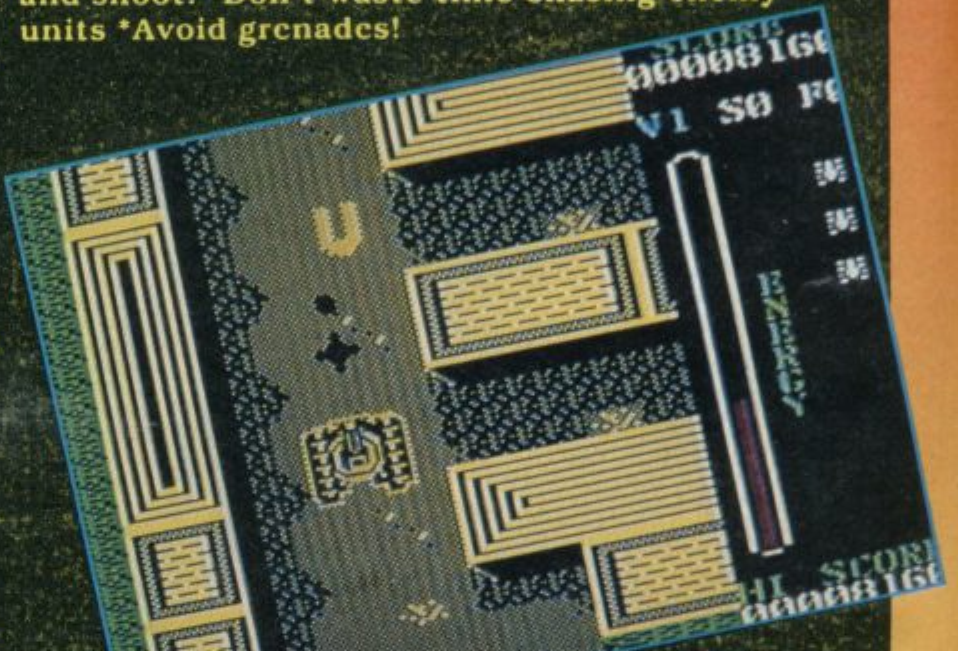
Move up the playing field; the terrain scrolls both vertically and horizontally - use your judgement to determine the best route. Cross the rivers by bridge, but beware of the anti-tank gun emplacements on the railway lines. Use machine guns against infantry and cannon against enemy tanks and submarines. Bonus points are indicated by flashing letters - dirve over them to collect points.

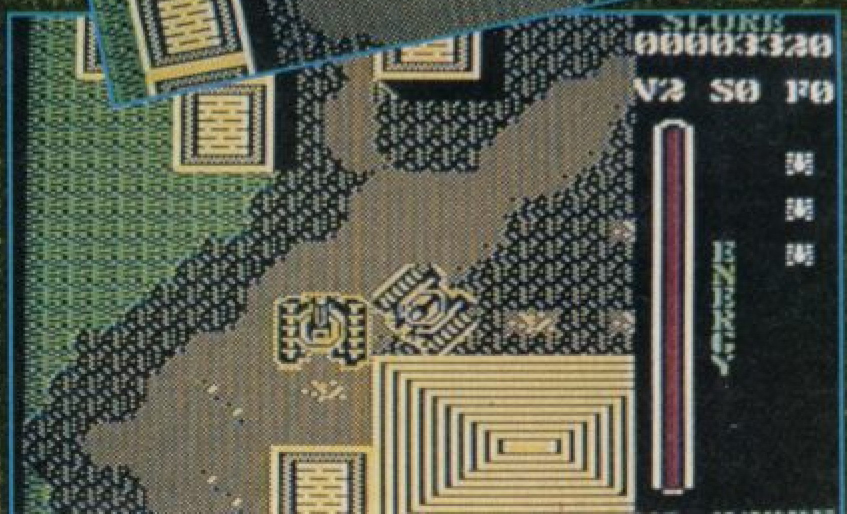
SCREEN DISPLAYS

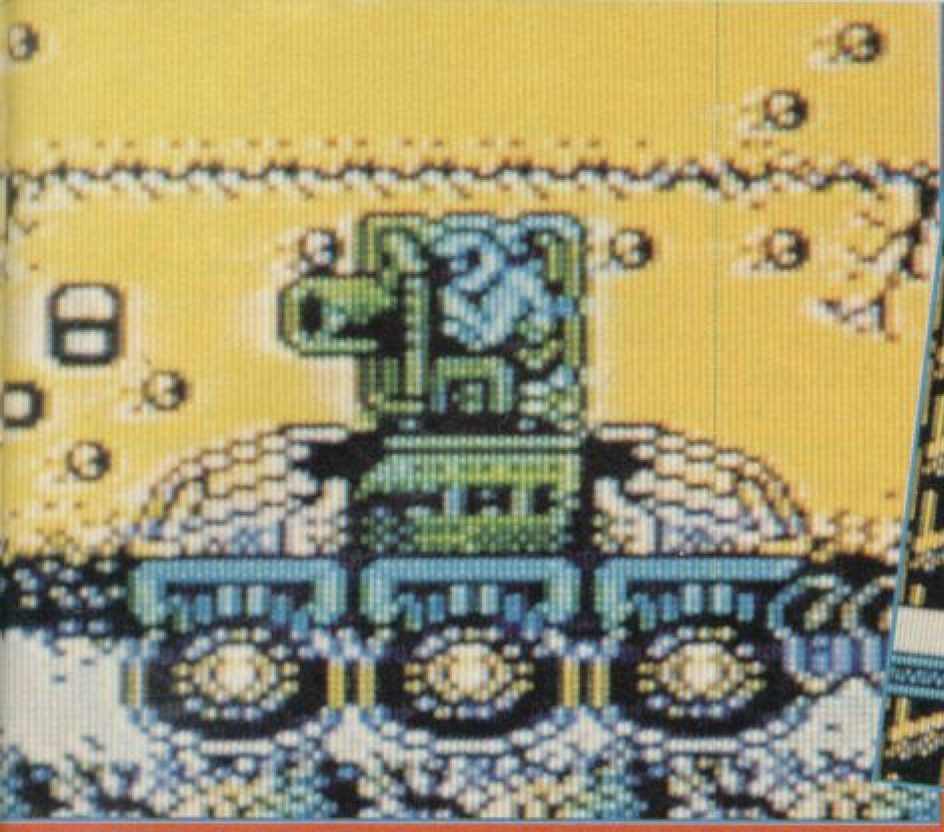
From left to right, the screen displays show your Score, Tanks remaining, Items Collected, Energy, and Highscore.

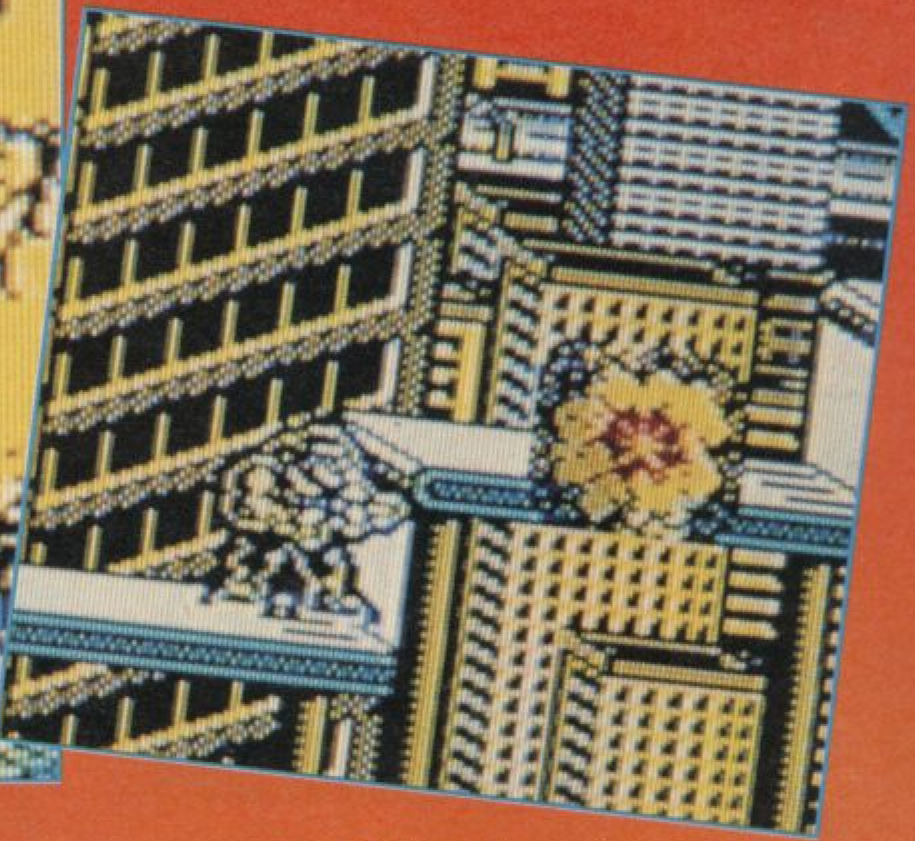
HINTS AND TIPS

*Scores for taking out enemy units are: Soldier 40, MG70 Tank 300, ST54 Tank 400, ST76 Tank 600, JI22 Tank 600, Submarine 1000, Bunker 3000, Item Collected 600. *If it moves, shoot it! *Run away from JI22 tanks, then turn and shoot. *Don't waste time chasing enemy units *Avoid grenades!









SIDE B - MIDNIGHT RESISTANCE

Adjust your brain-pans as we bring you an exclusive playable demo of the first level of Ocean's forthcoming blockbuster, Midnight Resistance.

Peace and prosperity reign on planet Earth until King Crimson, the evil ex-ruler of the planet (and former 70's psychedelic rock band - Hippy Chris) - returns to wreak havoc!

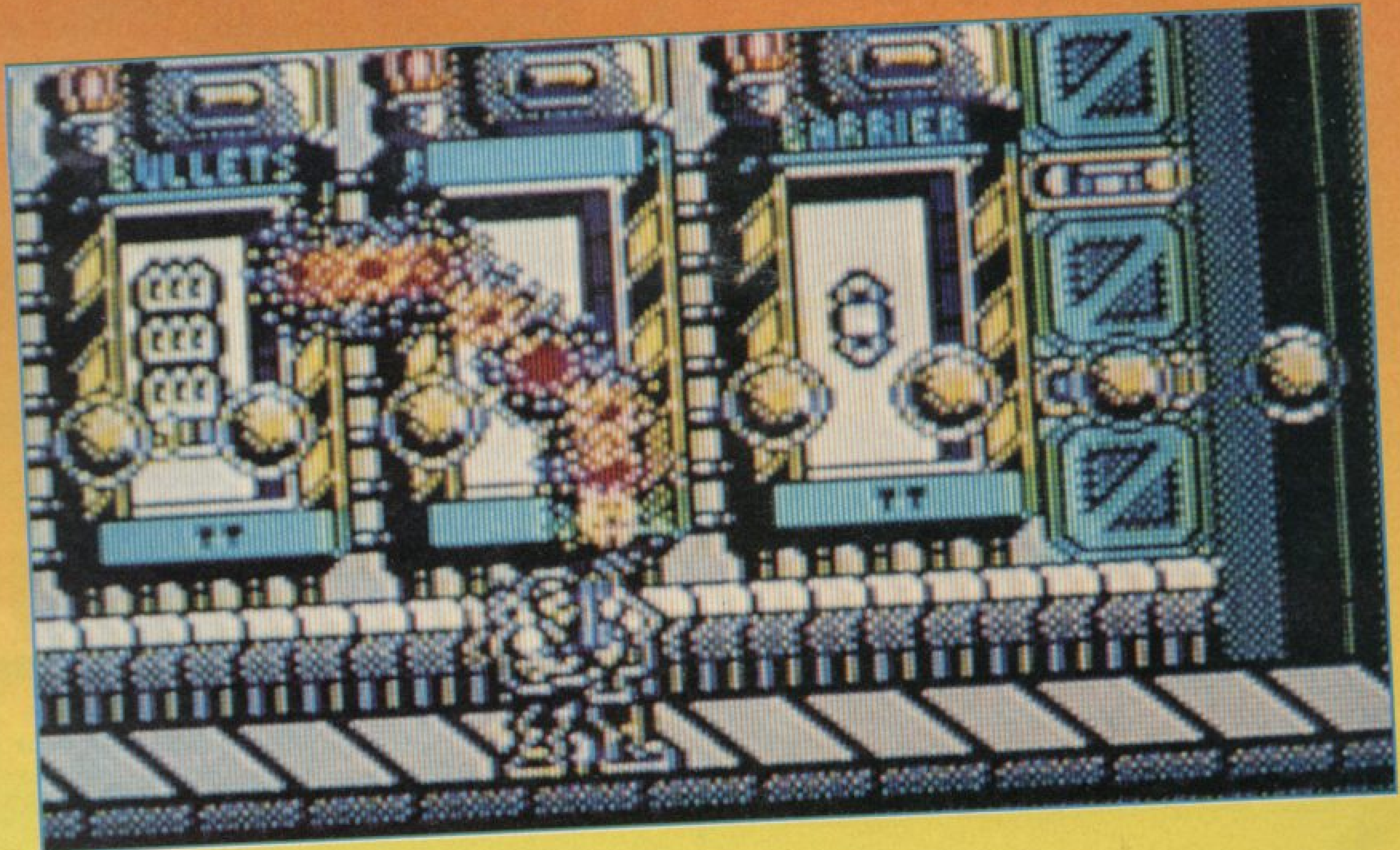
Genetically engineered for immense strength, he uses his telepathic powers to control an immense army of biomechanical killing machines which have decimated all opposition. Only two brothers from the Midnight Resistance group remain; collecting their few weapons, they advance north to fight their way through nine levels of invaders.

In this first level you'll encounter gun-crazy warriors in armoured jeeps, which you can ride on. Awaiting you on later levels are the giant circular saws, mechanical serpents, battle ships and jetfighters, which you have to defeat using homing missiles, nitro packs, scatter guns and super-chargers.

Finally you have to fight King Crimson himself, armed with the knowledge that he needs constant supplies of a potent elixir to allow him to withstand Earth's gravity.

Who is going to win? Well, you, we hope, unless you're some kind of 21st century nancy boy.

Set your Spectrum to 48k mode, load as normal and watch the on-screen instructions for full information on this great playable demo!



DOUBLE HITS 3

MILITARY HARDWARE!

SIDE B - DESTINY MISSION

PhoaaR! This is bit sexy, isn't it? The astonishing coding skills of the guys at Williams Technology simply shine in Destiny Mission, their parallax-scrolling blaster out this month. Check out the review on page 58 for more info.

Our demo offers a whole level of the game, and - as you can see - it's jam packed with action, special effects and tricky programming.

It's a one-man battle against the might of an alien nation; and it's tough enough to keep even the most cocksure gamer feverishly blasting away for hours on end.

Follow the on-screen instructions and in no time you'll be marvelling at the pixel-perfect scrolling, the rollercoaster animation and the atomic action!

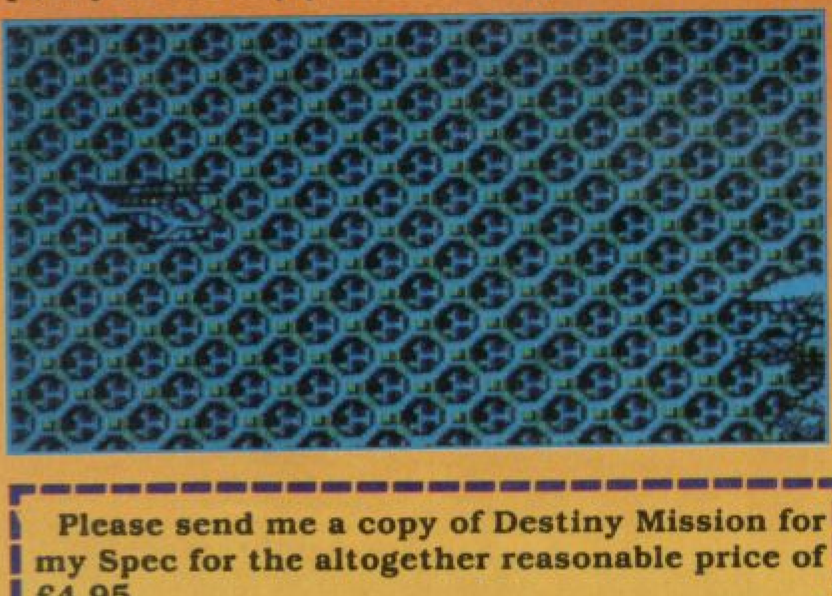
Once you've played the demo, you'll no doubt be pleased to learn that with this exclusive coupon, you can buy yourself a copy - mail order, it won't be available in the shops - for 3 less than normal punters.

Yup. Thanks to our special relationship (ooer) with Williams Technology, SU readers can pick up a copy for a paltry £4.95. Not bad, considering we think it's a lot better than many of the full-price games of late.

So, to get your copy, simply fill in the coupon, write out a cheque/postal order made payable to Williams Technology, and post it to; Williams Technology, 13a Bury New Road, Prestwich, Manchester M25 8JZ. Please allow 28 days for delivery.







Please send me a copy of Destiny Mission for my Spec for the altogether reasonable price of £4.95.

I enclose a cheque/po made payable to Williams Technology.

Name:...

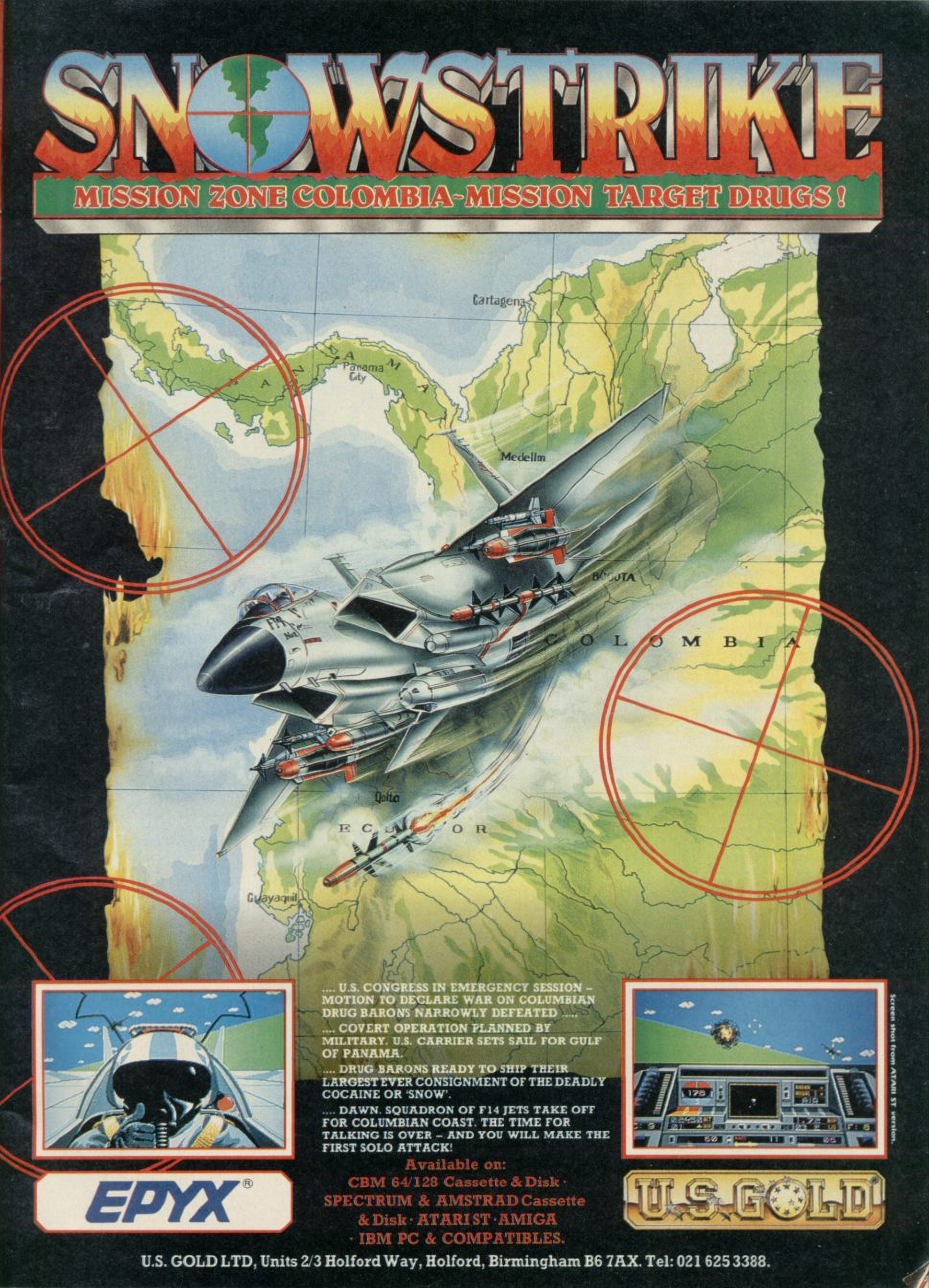
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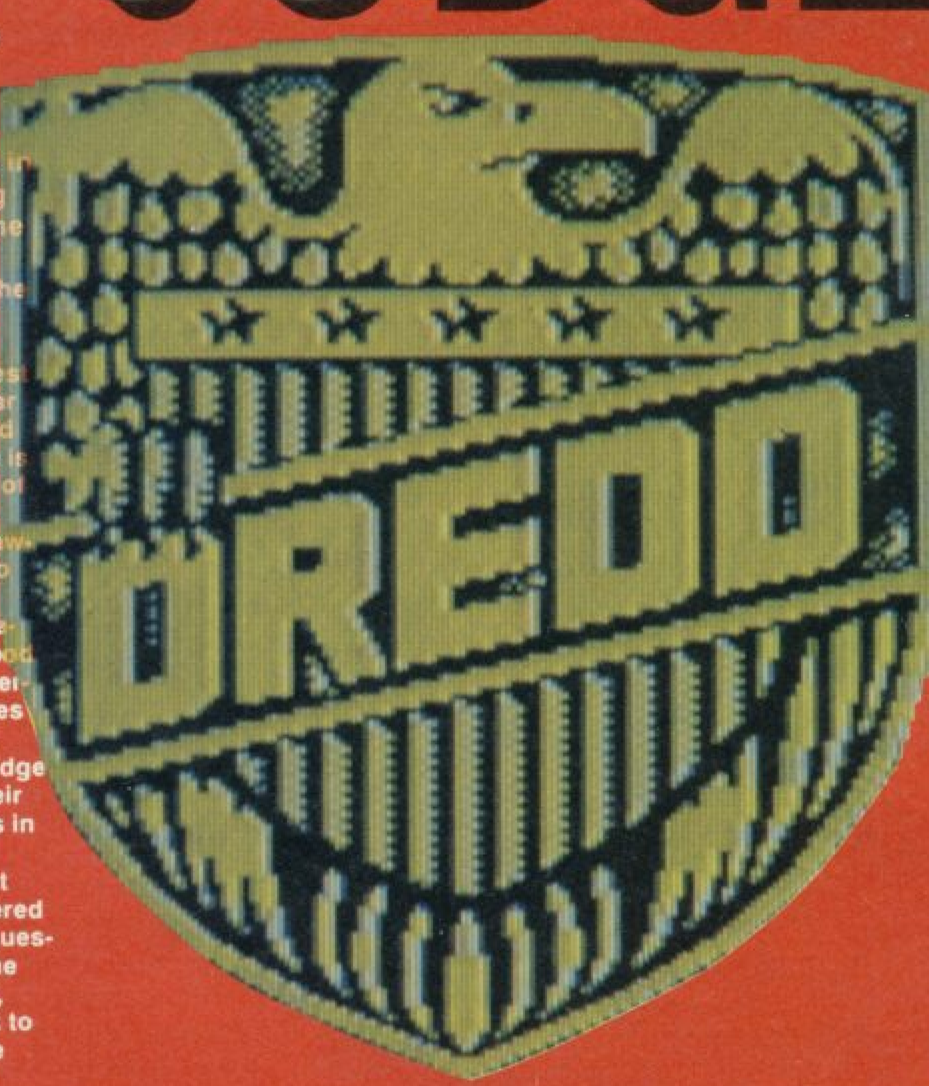
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TAPE TRUBBS

If you have any problems loading any of the programs on the tape, try the following. if you have an external tape deck, adjust the levels. Clean the tape play head. Make sure your Spectrum is set to 48K mode, and all unnecessary peripherals are disconnected. If all else fails, send your faulty Doublehits tape with your name and address to Spool Duplication, First Avenue, Deeside Industrial Park, Clwyd, CH5 2NU.


SNOWSTRIKE
MISSION ZONE COLOMBIA~MISSION TARGET DRUGS!
Cartagena
PANAMA
Panama City
Medellin
BOGOTA
COLOMBIA
Quito
ECUADOR
Guayaquil
.... U.S. CONGRESS IN EMERGENCY SESSION – MOTION TO DECLARE WAR ON COLUMBIAN DRUG BARONS NARROWLY DEFEATED .....
.... COVERT OPERATION PLANNED BY MILITARY. U.S. CARRIER SETS SAIL FOR GULF OF PANAMA.
.... DRUG BARONS READY TO SHIP THEIR LARGEST EVER CONSIGNMENT OF THE DEADLY COCAINE OR 'SNOW'.
.... DAWN. SQUADRON OF F14 JETS TAKE OFF FOR COLUMBIAN COAST. THE TIME FOR TALKING IS OVER – AND YOU WILL MAKE THE FIRST SOLO ATTACK!
Screen shot from ATARI ST version.
Available on:
CBM 64/128 Cassette & Disk · SPECTRUM & AMSTRAD Cassette & Disk · ATARI ST · AMIGA · IBM PC & COMPATIBLES.
EPYX®
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U.S. GOLD LTD, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

JUDGE DREDD



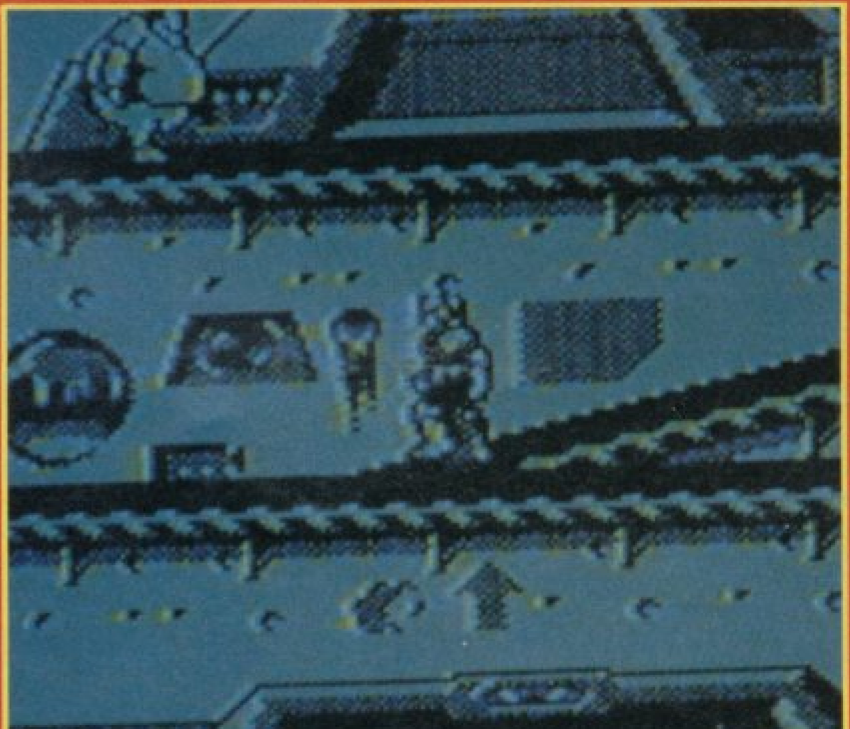
The time; the near future. The place; Mega-City One, hugest of the the conurbations to survive the RadWars. The man; Judge Dredd, old big-chin himself. Fearless upholder of the law, symbol of justice and discipline, and the man who invented the phrase "No-one is innocent!", Judge Dredd is the cult hero of the century, and this is his second outing in pixel form (the first being an un zargaz budget game a couple of years ago).

If you haven't heard of the Judge, you must have had your head in bucket since 1980. Star of the galaxy's best comic, 2000 AD, of Daily Star comic strips and a rumoured forthcoming film, the Judge is a 21st century combination of judge, jury and executioner whose Lawgiver gun and Lawmaster bike strike terror into the perpetrators of crime - Perps - of the massive Mega-city One. Unemployment, food shortages, technocrimes, berserk citizens and exotic vices make the Megacity a pretty hairy place to live so the Judge and his colleagues have their work cut out keeping things in order.

In the comic, the current Judge is an old and embittered warrior who has begun to question the totalitarianism of the system he works to uphold, but in this game we're back to the good old days where he shot first and filled in the charge-sheets afterwards.

The game kicks off with an MS-DOS style log-on sequence. Apart from reading the Judge's mail, getting background information on the game and orders for the day and setting your control options, you can also log on to two sub-games; a version of the classic Bomber from the year dot (you know, plane flies over buildings, drops bombs to knock them down) and a version of Snakes (guide snake around garden eating up food and avoiding obstacles). Why they're there I don't know.

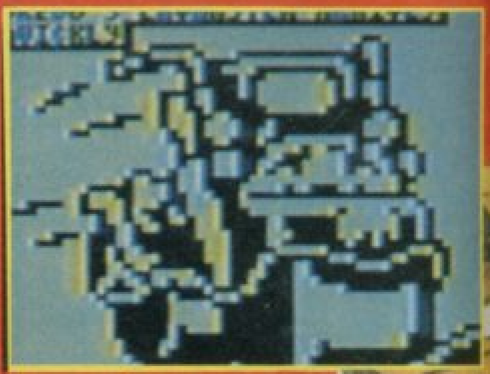
Once you log into the actual game, you get a short introductory sequence explaining the mission for each level. The playing area takes up a small section of the middle of the screen, with various displays and readouts around the edges. There are six levels, each following a roughly similar platforms-and-ladders (or rather, platforms-and-ramps) format. In the first, the Judge has to fight off Fatties. These gargantuan over-eaters have gone berserk in a Food Riot, and Dredd's task is to shut off four food dispensers. These are located randomly around the large playing area.





The Fatties attack from all sides and plunge from walkways, and can be dispatched with a single shot from Dredd's Lawgiver. This keeps the Crime Rate down; if you don't keep shooting, the rate goes up and you risk being recalled to Justice HQ. You must be careful though not to shoot ordinary citizens, because this contributes to the crime rate too. Dredd's energy level is also displayed on a bar graph on the left; if this falls too low, he has to take a trip to hospital, with a nice cartoon-style graphic sequence.





The other main game feature is the Lawmaster bike. Call this up and you get a short intro sequence, then the bike appears; this allows you to zoom around the levels faster, but you can't shoot while you ride (a bit daft since in the comic the Lawmaster is equipped with enormous laser cannon).

Picking up the odd token marked with an H or L gives you heat-seeking or laser ammunition for a short time. If you disable all four food dispensers, you have to find an open doorway at the bottom of the playing area and pass through it into a sequence where you have to defend a food convoy. This is the format for most of the other levels; on one you have to fight off Sov agents and disable gas vents, on another fight mutants, then robots, and so on. There's another challenge at the end of each level too, but on the last, Level Six, your enemies are the Dark Judges, and your task is to collect Dimension Bombs to defeat them. If you complete this level, we're promised a spectacular end sequence, which we won't spoil the fun by describing...

Judge Dredd may not set any new standards for graphics, sound or gameplay, but it's full of authentic Dreddian detail which should appeal to fans. If the Judge is new to you (which I can hardly believe), get some 2000 AD's, or check out the Best of 2000 AD Monthly back issues, and give it a bash.



SCORES

Graphics	53	OVERALL 63%
Sound	63	
Playability	66	
Lastability	58	

Authentically detailed Dredd arcade adventure that could've had so much more!

Label: Virgin Price: £9.95

GARTH SUMPTER

Follow JD's adventures over the page in SU's EXCLUSIVE 6 page JUDGE DREDD strip!


JUDGE DREDD
JUDGE
CONTROL TO DREDD! HOSTAGE SITUATION ALBERTO RUNCH BLOCK! SENIOR JUDGE REQUIRED!
NO CAN DO, CONTROL!
AM ENGAGED IN HOT PURSUIT!
SCRIPT T B GROVER
ART IAN GIBSON
LETTERING T FRAME


OFFICIAL BUSINESS! THAT ROADLINER'S BEEN HIJACKED!
FOLLOW IT!
OH GOODIE! A CAR CHASE!
JUDGE! STEP ON IT!
SLO-WAY MAX 100


SPEED IT UP!
WE'RE ALREADY ON THE LIMIT, JUDGE DREDD!
DON'T BE AN ASS, RUPUS! HE MAKES THE LAW!
OH, MOVE OVER, YOU BIG 'FRAIDY CAT! I'LL DRIVE!
CONTROL TO DREDD! GUNMAN AT RUNCH IS HOLDING TWO NEIGHBOURS HOSTAGE! REFUSES TO SPEAK TO ANYONE BUT YOU!
REPEAT, CAN'T MAKE IT TO RUNCH! PATCH THE CREEP THROUGH!
HE'S STILL COMIN'! TAKE HIM OUT!
GEDDOWN, GRAN!
OH, BE QUIET! I WAITED A HUNDRED AND THIRTY YEARS FOR THIS!
YEHAAA!
I'M ENDANGERING THESE CITIZENS' LIVES. GOT TO TAKE THOSE PUNKS OUT —
AAAH!


MEANWHILE, BACK AT THE RUNCH –
JUDGE DREDD...? MY NAME'S HOOVER – HOMER HOOVER. I WANTED TO SPEAK TO YOU BECAUSE I KNOW I CAN TRUST YOU.
SNAP IT UP, CREEP! I HAVEN'T GOT ALL DAY!
BLAKE CARRINGTON
OH, SORRY...
WELL, BASICALLY, MY GRIPE IS THIS. ME AN' MY RELATIONS ARE SICK FED UP WITH THIS SCUMMY SLUM BLOCK!
WE WANT NEW HOMES IN THAT LUXY BLOCK THEY'RE PUTTIN' UP ACROSS THE WAY!
ALBERTO RUNCH BLOCK
YOU TRIED THE HOUSING COMMITTEE?
BLAM!
AAGGH!
FIFTY TIMES! THEY TOLD ME TO GO FLAKE!
PULL UP ALONGSIDE!
YOU BETCHA!
I DON'T CARE WHAT HAPPENS TO ME, BUT I WANT NEW PADS IN CARRINGTON FOR MY WIFE AND KIDS!
I WANT ONE FOR UNCLE AND AUNT BILL, ONE FOR MY BROTHER CHOLLY, ONE FOR COUSIN GOOBER – AN' ONE FOR THESE TWO HOSTAGES HERE, IF THEY WANT IT.
OH, THAT WOULD BE NICE, HOMER!
GROUND FLOOR, IF YOU CAN.
MORE CAF, MRS FLAUBERT?

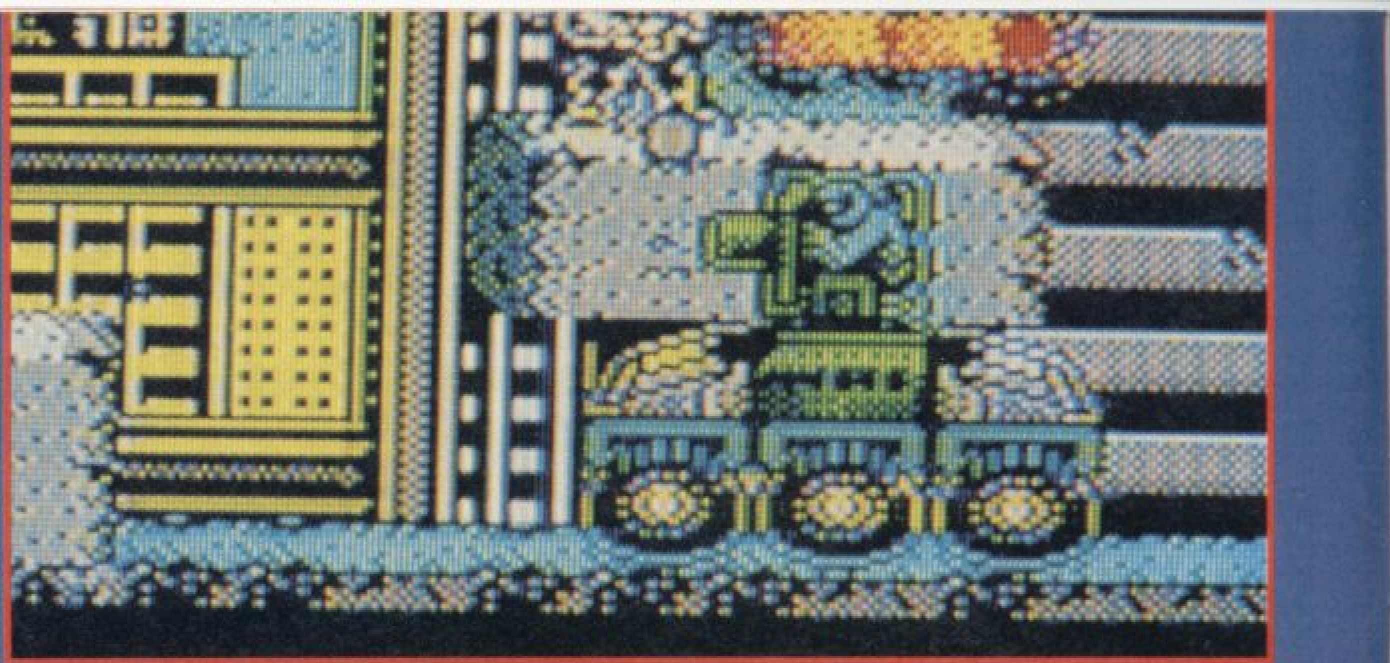


THE LAW DOES NOT...
...MAKE DEALS...
...CREEP!
NOW YOU LISTEN TO ME, HOOVER! YOU GOT SIXTY SECONDS TO SURRENDER YOURSELF TO THE JUDGES OUTSIDE...
...OR THE ONLY PAD YOU'LL GET IS A SLAB DOWN AT THE MORGUE!
AND THE SAME GOES FOR YOUR WIFE AND KIDS, YOUR UNCLE AND AUNT BILL, YOUR BROTHER CHOLLY, YOUR COUSIN GOOBER –
– NOT TO MENTION YOUR TWO HOSTAGES, IF THEY WANT IT!
MUNCE EXTRACT
YOU GET MY DRIFT, CREEP?
GULP!


AAAGH!
BLAM!
PULL OVER!
DREDD? YOUR LITTLE PEP TALK GOT HOME. HOOVER CAME MEEK AS A SQUEAK. WE'VE ARRESTED THE WHOLE FAMILY ON SUSPICION OF COMPLICITY.
BETTER CHECK THE HOSTAGES, TOO. GOT A FEELING THEY'RE MIXED UP IN THIS.
I JUST WANTED TO THANK YOU, JUDGE DREDD! IT'S THE MOST THRILLING THING THAT'S EVER HAPPENED TO ME!
AND MY THANKS TO YOU, CITIZEN. JUSTICE DEPT WILL MAKE GOOD ANY DAMAGE TO YOUR VEHICLE.
NOW GET THIS JUNKHEAP OUT OF HERE! YOU'RE BLOCKING THE TRAFFIC!
THE END.

REVIEW





MIDNIGHT RESISTA

Wow! All I can say is Wow! What a STORMING game! Guns you wouldn't believe, graphics to make you fall over and more action than a Schwarzenegger movie. Midnight Resistance has got it all.

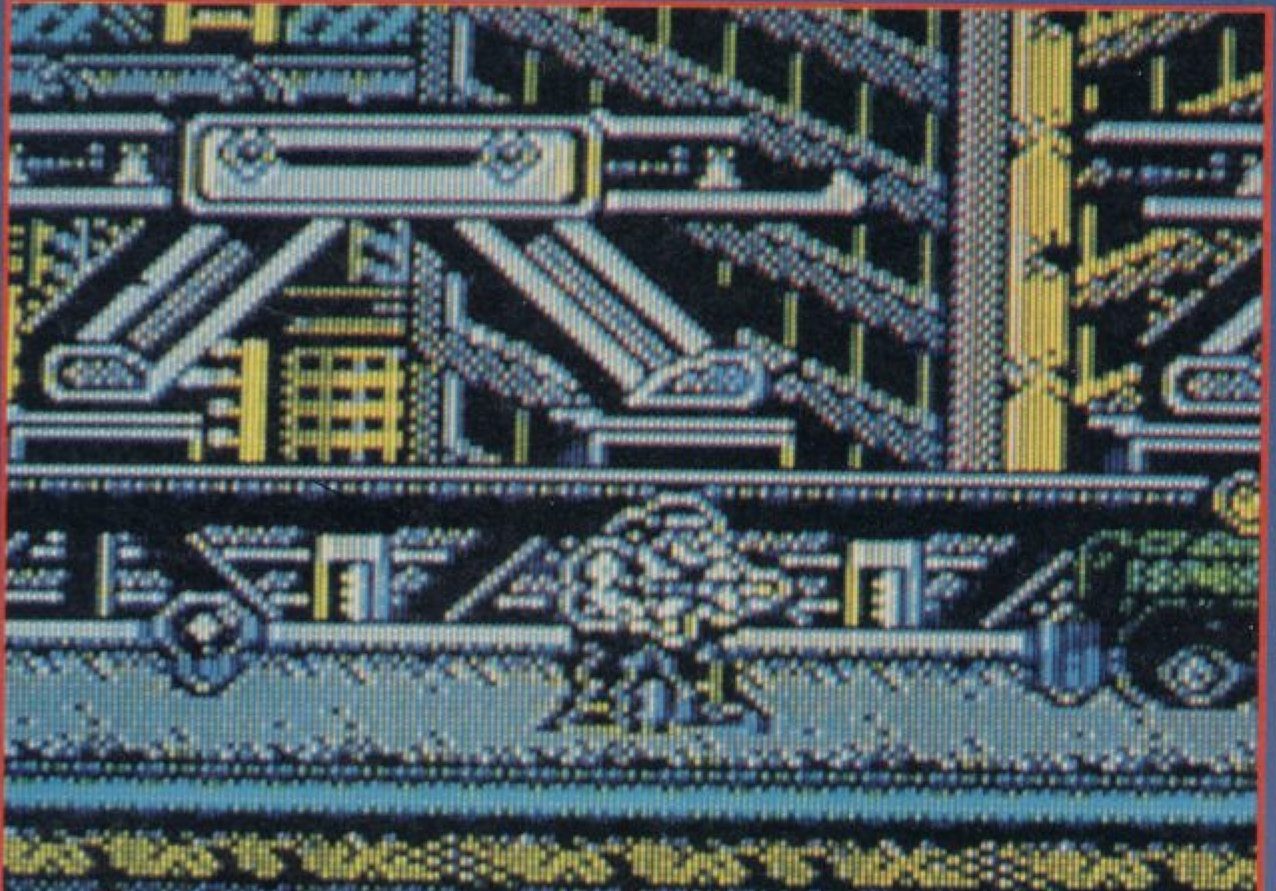
Special FX are the boys behind Ocean's latest, and they've done a peachy job. If you saw last year's Cabal, you'll know what to expect from the graphics; colourful and detailed, clarified by visible mask outlines. See for yourself.

Now, frankly, we've seen quite a few Lone Soldier combat games, so what makes M.R. any different? For a start, the gameplay is superb. You can run, duck or jump at any moment, and you can loose your weapon (ooer) during any movement.



Rather than simply facing the appropriate way and firing, you actually turn round gradually. This makes for an entirely pleasing effect.

When the weapons are in use, the screen fairly fills with flying bullets, flames and lasers. Each time a bad guy bites the dust, he'll drop a key. These come in darned handy later on.

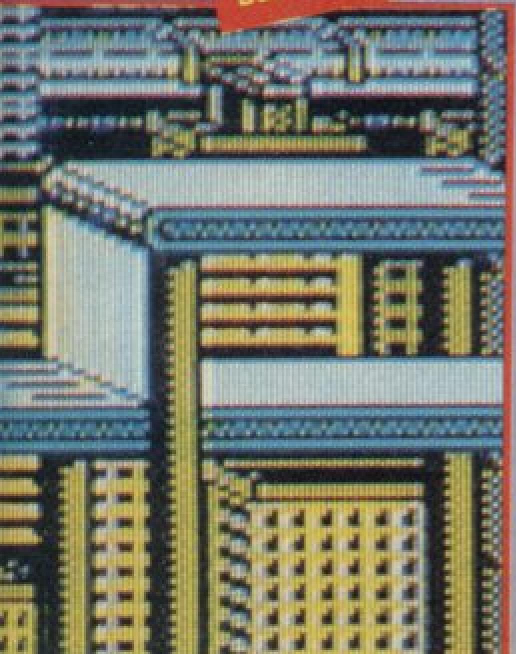




NCE



Facing off against Mr Tank in a slightly unfair combat scenario. But with trousers like THAT, who knows what could happen?



Now, you're not actually all alone. You're given a helping hand at the start of the game by a fellow resistance fighter in a jeep. While you're getting to grips with the controls and working out how to machine-gun an arc above your head, she rumbles along, driving through all the baddies. If you're swift enough, you can leap onto her jeep and ride in (relative) safety through the first screens.

Once you get into the bulk of the game, life becomes altogether more exciting. Bad guys literally come at you from all angles. There are snipers hiding behind pillars, machine-gun toting loonies leaping out from every corner.

No matter how much is going on at any one point, the game never slows down, but the point I'm most pleased about is the fact that you can actually see every bullet as it comes towards you.

Having defeated the footsoldiers, you've got to take on a massive tank. This is a real test of nerve, because is you don't stand and fight, it'll simply run you over!

Once you've battled through the first stage, and blasted your way through a massive iron door, you'll be presented with every hero's dream; a room full of weapons. Using the keys you collected on the way, you can open up the gun cabinets and select the weapon which best suits your needs.

From here on in, life gets really tough. The big tanks which were saved as a special end-of-level treat on the previous stage are trundling around all over the place. You've got to adjust to life getting very tricky pretty quick if you're going to survive.

And so it goes on; level after level of colourful, fast moving destruction.

Midnight Resistance is probably the ultimate military combat game. It stands head and shoulders above the competition.



SCORES

Graphics	90	OVERALL 90%	Brakatazoom! Blam! Blam! Top notch gun-toting fun.
Sound	70		*Label: Ocean Price: £9.99*
Playability	92		JIM DOUGLAS
Lastability	80		

EXCLUSIVE OFFER!

DEFENDERS OF THE EARTH FOR THE SAM COUPE

FOR NOT MUCH MONEY!

AND IT WON'T BE AVAILABLE IN THE SHOPS - GASP!

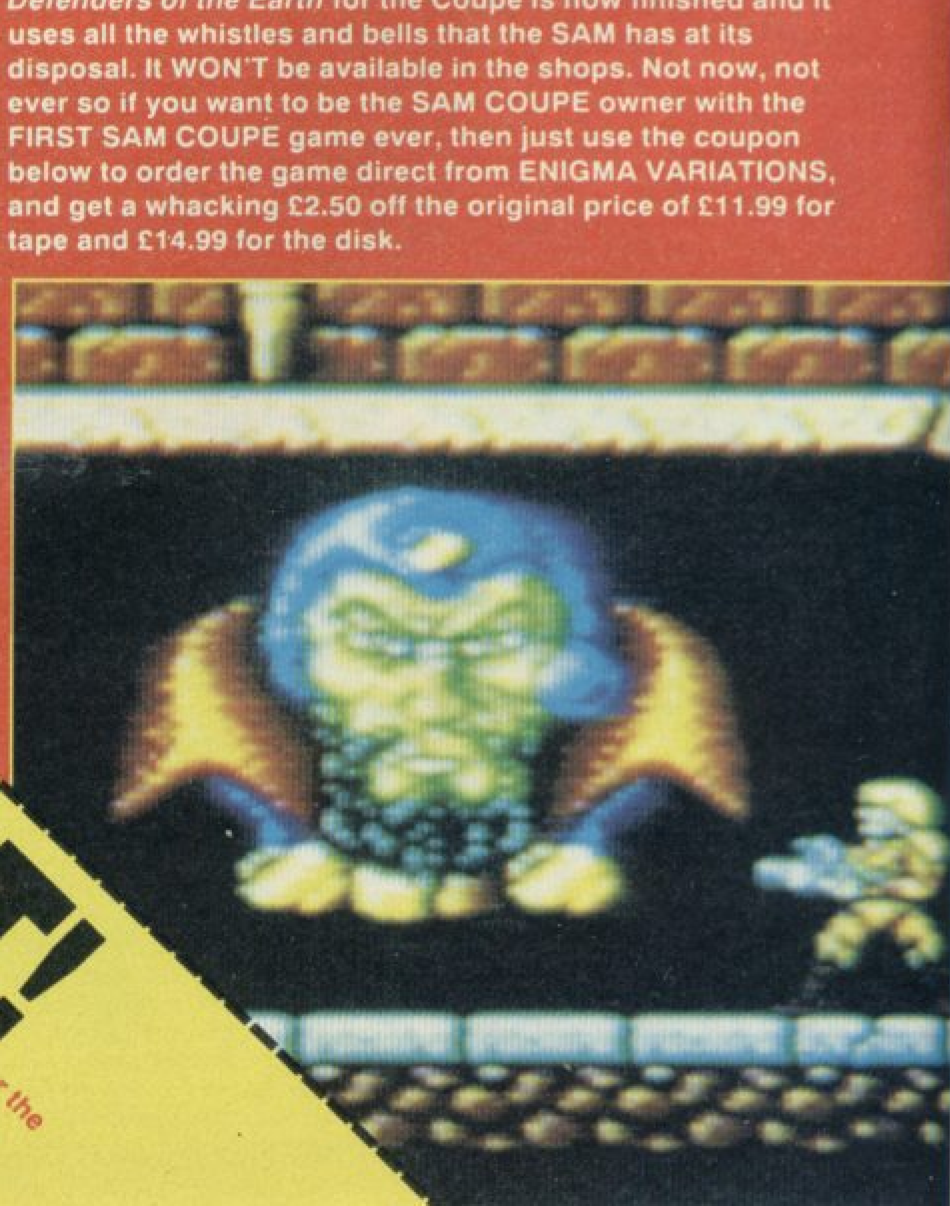


Check out these fab screenshots! The game is *Defenders of The Earth* from Enigma variations, and its just been finished!

Other magazines have told you that they've got all the coverage on the SAM COUPE market. But what have they given you? Have they given you a free graphics demo that pushes the SAM's resolution beyond even what the manufacturers thought possible? (May issue of SU) Did they tell you that they'd be the first one with the reviews? Have they delivered? We leave it to you to decide, but it will be interesting to see if they come up with anything for Coupe owners other than a few written words.



Defenders of the Earth for the Coupe is now finished and it uses all the whistles and bells that the SAM has at its disposal. It WON'T be available in the shops. Not now, not ever so if you want to be the SAM COUPE owner with the FIRST SAM COUPE game ever, then just use the coupon below to order the game direct from ENIGMA VARIATIONS, and get a whacking £2.50 off the original price of £11.99 for tape and £14.99 for the disk.



CUT IT OUT!

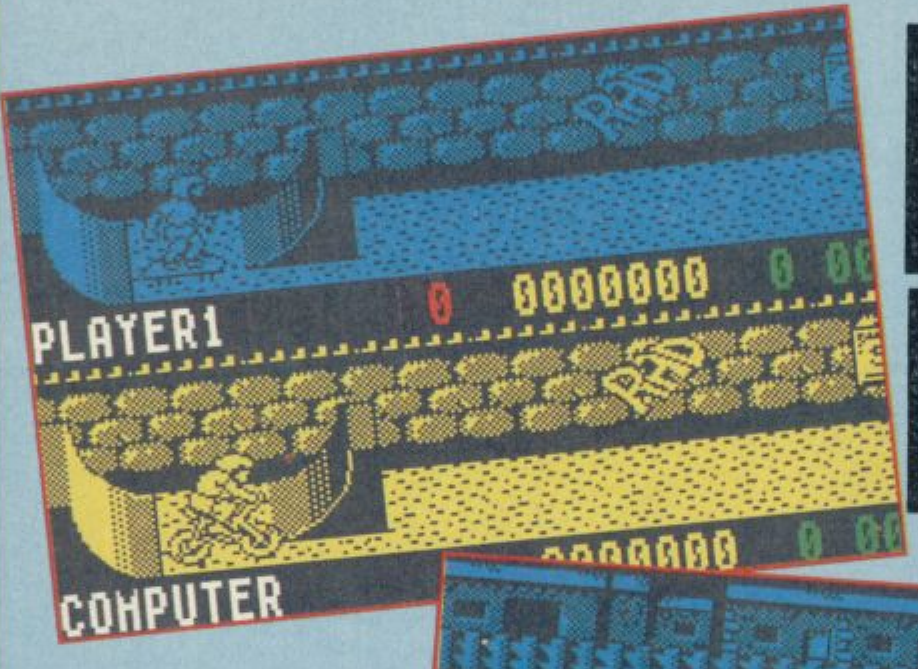
Please tick the relevent boxes.

- ☐ Yes, I'd be several jam butties short of a picnic to miss this amazing exclusive offer for the first all dancing, all singing SAM game.
- ☐ I'm rich and stupid and would prefer to pay the full price of £11.99 for tape and £14.99 for the disk.
- ☐ I want my £2.50 SU discount and so have included a cheque/postal order for the correct amount for the:
- ☐ SAM TAPE Version inc postage and packing £9.49
- ☐ SAM DISK Version inc postage and packing £12.49

Make all cheques payable to ENIGMA VARIATIONS and send your complete coupon to:
DEFENDERS OF THE EARTH OFFER,
ENIGMA VARIATIONS, 13 NORTH PARK RD, HARROGATE,
HE1 5PD

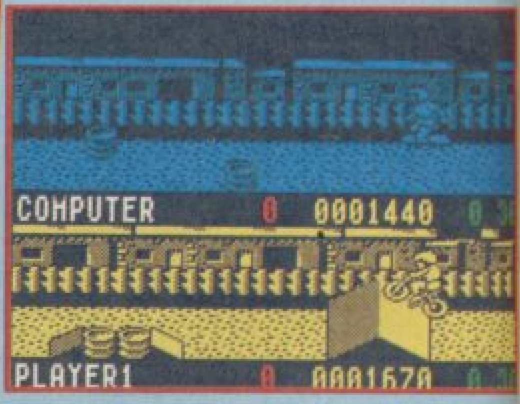

THERE'S NOWHERE
TO HIDE FROM
SLY SPY
Secret Agent
ocean
HIS CALLING CARD
IS YOUR INVITATION
TO DANCE WITH
DANGER!
ocean

RAD RAMP RACER





Skate Kid seems to be making great progress. Bike Boy is having less luck with the tricky ramps. It's all go!



Yo! Hip dudes get down! Get with it! Come round and play Rad Ramp Racer with me; the hippest dude in the world. This is a severe game man!

You are Mr Rad himself, and cruising with either your BMX bike or skateboard, you've got to cool your way around town.

In all you go through 3 different courses full of ramps, flags and barrels, also 50 point bonuses dotted around the course. You spend a great deal of time negotiating half-pipes.

Extra points are gained by performing tricks on the ramps and these are performed by pulling the joystick back and either going left or right. The simple aim is to amass as many points as possible.

The graphics are good and very clear and there is a fair splash of colour. The screen is split into two. The skater sits in the upper half with the biker in the lower. If you're playing against the computer, it takes control of the spare vehicle.

Since you've only got three minutes per round, its better to err on the side of caution rather than end up on the floor and have to go through the rigmarole of getting up, dusting yourself off and getting moving again.

There is some good sound like a wonderful tune at the beginning of the race and the spot FX are pretty good, they really add to the atmosphere.

This is one of the better budget versions of games like 720 or Skate crazy, but unlike those games Rad Ramp Racer hasn't much of a play area. Once you've fully explored it, there really isn't much left to do.

But the gameplay is very good (apart from the halfpipes) and the graphics are clear and very recognisable. My advice is to watch the demo first to see how the computer does it then try and imitate it. This way you can guage the appropriate speed to take the ramps at. Believe me, it saves a lot of unexplained dismounts.

If there's a space in your software library for a token Rad Skate/Bike sim, RRR will fill it perfectly happily, but don't expect the Earth.





SCORES

Graphics	72
Sound	80
Playability	69
Lastability	71

OVERALL 74%

Knockabout fun, but not especially depthy.

Label: Mastertronic
Price: £2.99

GARY REDRUP


HEROES
SCHWARZENEGGER • BOND
BARBARIAN • SKYWALKER
James Bond is out on his own and out for revenge
LICENCE TO KILL
BARBARIAN • II
PALACE
SCHWARZENEGGER
THE RUNNING MAN
STAR WARS
4 LEGENDARY HEROES • 1 BLOCKBUSTING COMPILATION
LICENCE TO KILL
Bond is back to take revenge on Sanchez, the evil, double dealing drugs baron. Can you beat the odds and deliver the goods?
"...excellent graphics and sound make this by far the best Bond game to date... a brilliant game in its own right." Computer & Video Games
BARBARIAN II
Hack 'n slay action. Grisly traps and hideous monsters await in the Dungeons of Drax. The most successful hero ever created for home computers.
"By far the best (and goriest) beat 'em up..." Zzap! 64
THE RUNNING MAN
It's Showtime! Face death in the most dangerous game show of all time!
"...a perfect computer game... Stirling stuff" Your Sinclair
STAR WARS
Join the ultimate Sci-fi hero Luke Skywalker in a death-defying last ditch attempt to blow up Darth Vader's stronghold, the Deathstar.
"Classic film, classic coin-op, classic game" Computer & Video Games
Amiga & Atari ST Screenshots
DOMARK
Available on: Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224
The Running Man: © 1989 Taft Entertainment Motion Pictures/Keith Barish Productions. © 1989 Grandslam Entertainments Ltd.
Barbarian II: © Palace Software 1988
Star Wars: ® & © 1987 Lucasfilm Ltd & Atari Games
Licence to Kill: Distributed by MGM/UA Distribution Co. Gun Logo Symbol © 1962 Danjaq, S.A. and United Artists Company. All Rights Reserved

HONG KONG P

I was never quite sure what sort of animal Hong Kong Phooey was meant to be - some sort of deranged timber-wolf, I thought. Turns out he's actually Penrod Pooch, inept doggy janitor of the police department, he lives in a dusty filing cabinet and his faithful assistant Spot is a police cat.

It could only happen in a Hanna-Barbera cartoon, so it's no surprise that HKP is another of HiTec software's budget licences. This one isn't quite up to the standard of Yogi's Great Escape or Ruff and Reddy, but it's a reasonable slice of martial arts mayhem.

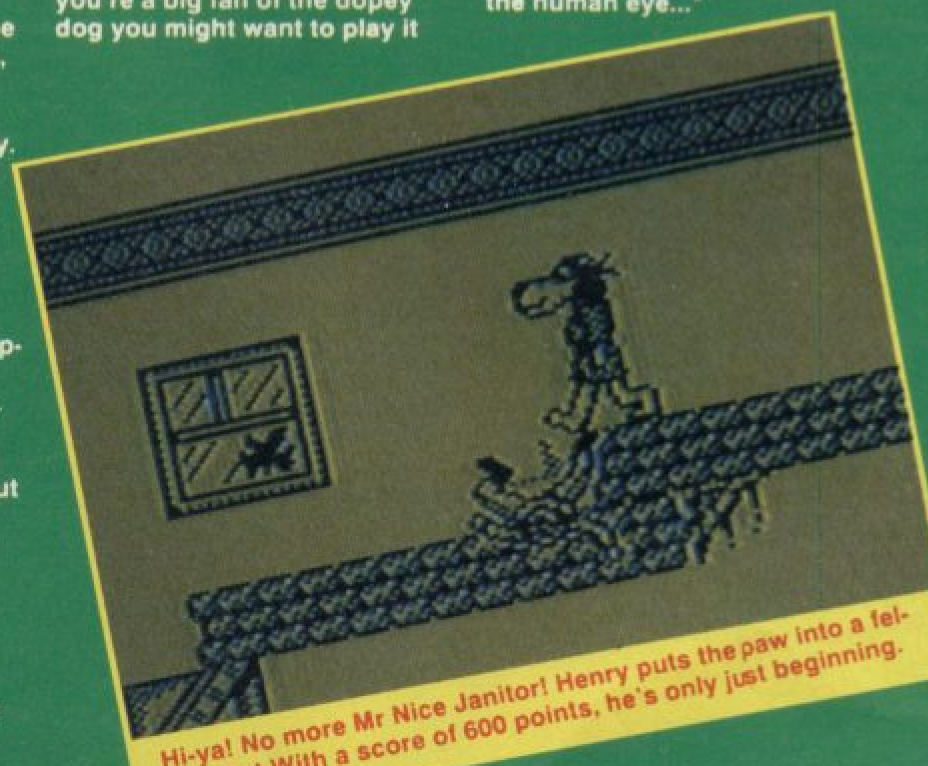
The Plot - originally written on the back of a cigarette packet over lunch with Mr Hanna, I presume - goes just a little like this. Baron von Bankjob has escaped from jail. This is not a nice man; he's the type who eats puppies on toast for breakfast. HKP has to get the cuffs back on him, so complete with mask and kimono, his kung-fu manual tucked in his back pocket and his paws tangled up in his black belt, he negotiates the manifold perils of von Bankjob's deserted warehouse.



There isn't a lot of detail in the backgrounds; broken windows, staircases and conveyor belts just about sums it all up. HKP romps along quite convincingly, but has a tendency to float rather than walk down stairs, which can be a bit disconcerting. His strength is shown on the Kung-Fu-ometer on the lower left of the screen, and is sapped by running over or jumping into spikes, or being clobbered by von Bankjob's goons. These are pretty easy to hit - HKP has a number of martial movements which take them out with a single blow - but if you miss your chance, you'll probably be drained of enough energy to lose a life. On lower levels they start shooting at you too, which is pretty rotten and uncartoonlike.

There are two types of object to collect - kung-fu manuals which restore your strength, and power flasks which seem to do exactly the same. Other than that it's just a matter of jump, hit, follow the staircases, jump, hit, woof woof...

Not a classic then, but if you're a big fan of the dopey dog you might want to play it while you're singing the song - all together now; "Hong Kong Phooey, Number One super guy, Hong Kong Phooey, faster than the human eye..."



Hi-ya! No more Mr Nice Janitor! Henry puts the paw into a fellon. But With a score of 600 points, he's only just beginning.

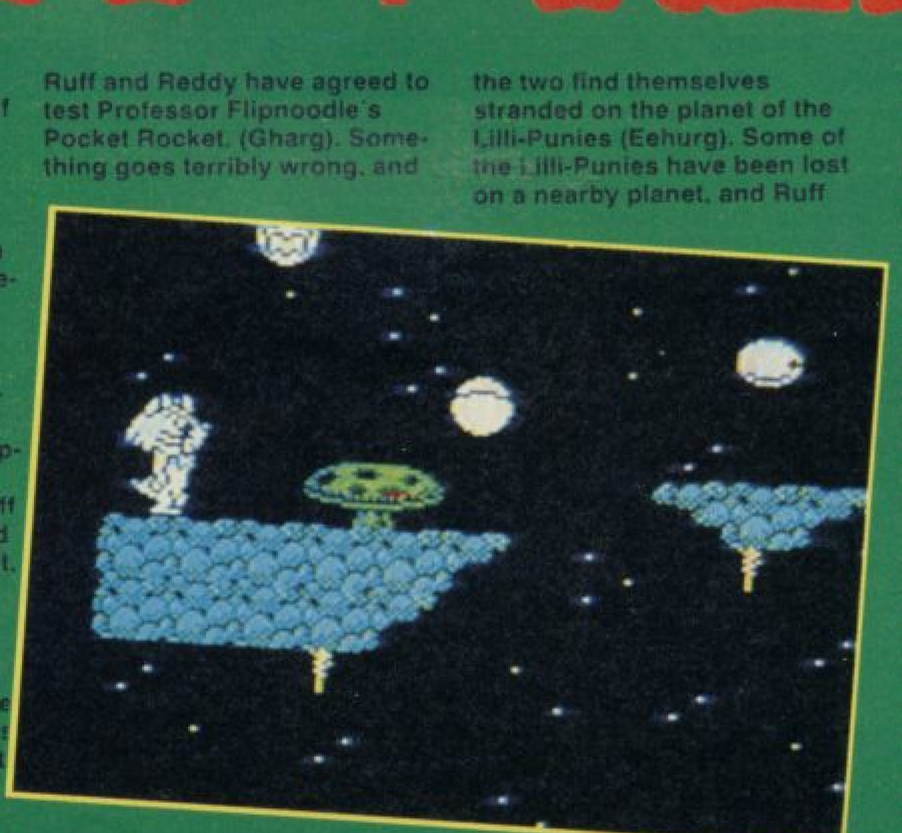
RUFF + REDDY

Prepare for a cutesy overload as the latest batch of Hanna-Barbera cartoon characters hits your computer screen courtesy of HiTec Software.

Now I can't help feeling that a certain amount of bottom-of-the-barrel-scraping is going on, as some of these characters are not exactly in your world-famous Mickey Mouse, Pink Panther, Garfield category, or even Yogi bear, which has already appeared from HiTec. I mean, hands up if you've heard of Ruff and Reddy the cartoon dog and cat? One... two.. six... oh alright, some of you have. But I'm still waiting for HiTec's Atom Ant game, 'cos I still remember Atom Ant's theme song.

Anyway, Tom and Jerry these two ain't, but the fluffy moppets come together to star in a prett creditable first outing, and remember it's only £2.99.

Here's the plot - try not to gag. Ruff and Reddy have agreed to test Professor Flipnoodle's Pocket Rocket. (Gharg). Something goes terribly wrong, and the two find themselves stranded on the planet of the Lilli-Punies (Eehurg). Some of the Lilli-Punies have been lost on a nearby planet, and Ruff and Reddy are pressed into service to find and rescue them.



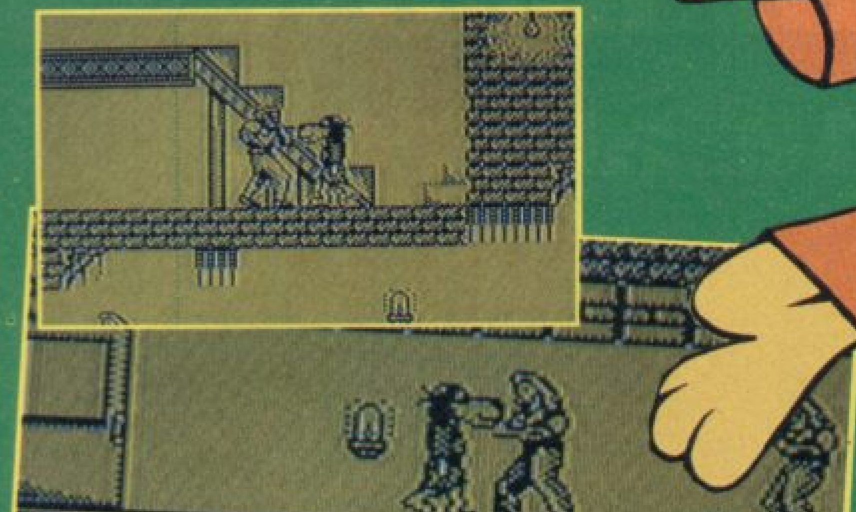
The actual game features Ruff, the cat, searching through the alien planet for the missing Lilli-Punies, who look like gnomes with rotor blades on their heads. Nice backgrounds with parallax scrolling, well-animated figures and excellent game music make this a cut above the average arcade adventure, and you'll soon find that despite the cutesy characters, the game's as hard as they come (well, harder than Snoopy on laxatives anyway).

While leaping from rock to rock collecting food and rescuing the Lilli-Punies, Ruff has to avoid snarling ball-shaped monsters and patrolling robots. On later levels set in caverns deep underground, he also has to avoid getting his ickle-pritty fur wet in the nasty water. There are four levels to complete, and 20 Lilli-Punies to rescue overall.

You'll need split-second reac-

PHOOEY





Watch out for the fat-thighed women of Doom, Henry! It's no good examining her chest; she'll do for you with her lethal calves!

SCORES

64	OVERALL 60%	Pretty fair cartoon capers with the mild mannered janitor.	Label: HiTec Price: £2.99
78			
59			
60			CHRIS JENKINS

tions, a good deal of forward planning and a strong stomach to complete Ruff and Reddy - don't be put off by the slop, this is not just one for the kiddies, and should test the skills of the most wild-eyed, machine-gun-toting arcade fanatic.

SCORES

76	OVERALL 79%	Surprisingly challenging dual-hero 'toon entertainment.	Label: HiTec Price: £2.99
81			
79			
80			CHRIS JENKINS





Ruff risks life and limb to take care of the bouncing balls while Reddy.. er, has a nice bowl of Winalot or something.



REVIEW

Find out its limits.
Look in the mirror.



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).



To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ____________________

ADDRESS: ____________________

____________________ POSTCODE ________

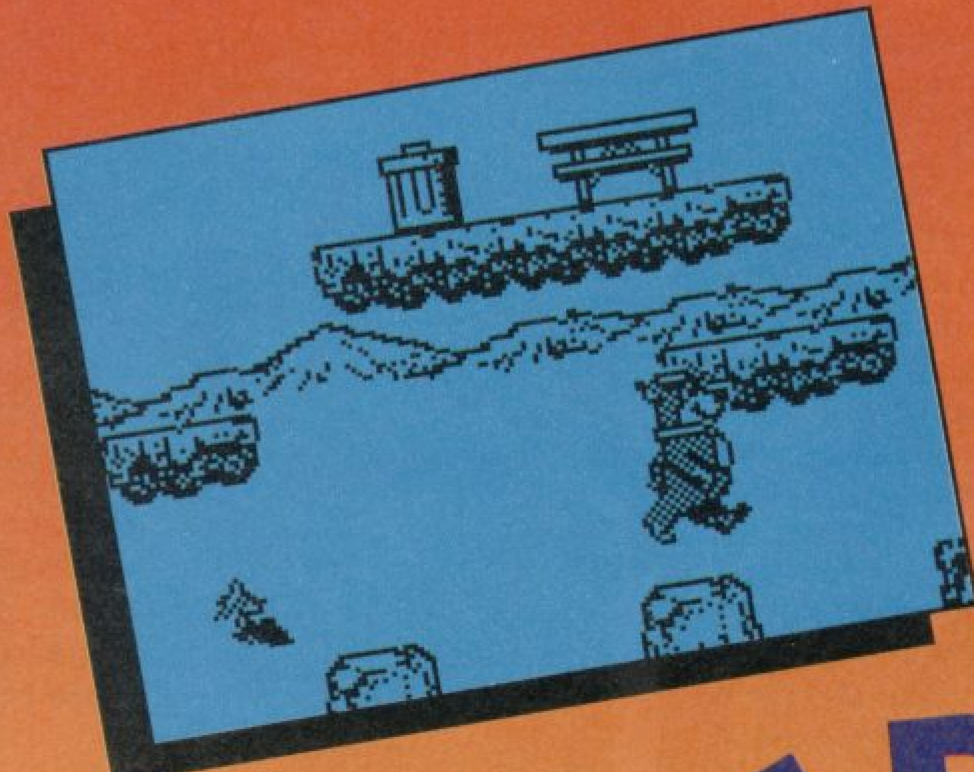
Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

CHART







BUDGE TOP TEN

The old egghead himslef looks firmly set but with 50% of the chart being newly hatched games, will the top slot be poached? Can Dizzy III stand the heat or will the heat lead to the Eggfolk cracking? Don't miss next month's eggacting charts and find out!

1 (1)	FANTASY WORLD DIZZY Still numero uno after a bloody age.	C. MASTERS £2.99
2 (NE)	PRO BOXING Ducking and diving, bobbing and weaving straight in there.	C. MASTERS £2.99
3 (NE)	FOOTBALL CHAMPIONS The leader in Second Division football.	CULT £2.99
4 (2)	TREASURE ISLAND DIZZY More eggy fun to clog up your arteries.	C. MASTERS £2.99
5 (NE)	ROCK STAR ATE MY HAMMY More bad taste fun in the world of the megastars.	C. MASTERS £2.99
6 (3)	PAPERBOY He's made of paper and he's a boy!	ENCORE £2.99
7 (4)	WONDERBOY He's wonderful and he's a boy	HIT SQUAD £2.99
8 (NE)	YOGI'S GREAT ESCAPE He's Yogi and he wants to escape	HI TEC £2.99
9 (NE)	TEMPLE OF DOOM It's a temple and there's a lot of doom about	KIXX £2.99
10 (7)	THOMAS THE TANK ENGINE Here's a suprise! His name is Thomas and he's an.... aardvark!	ALTERNATIVE £2.99

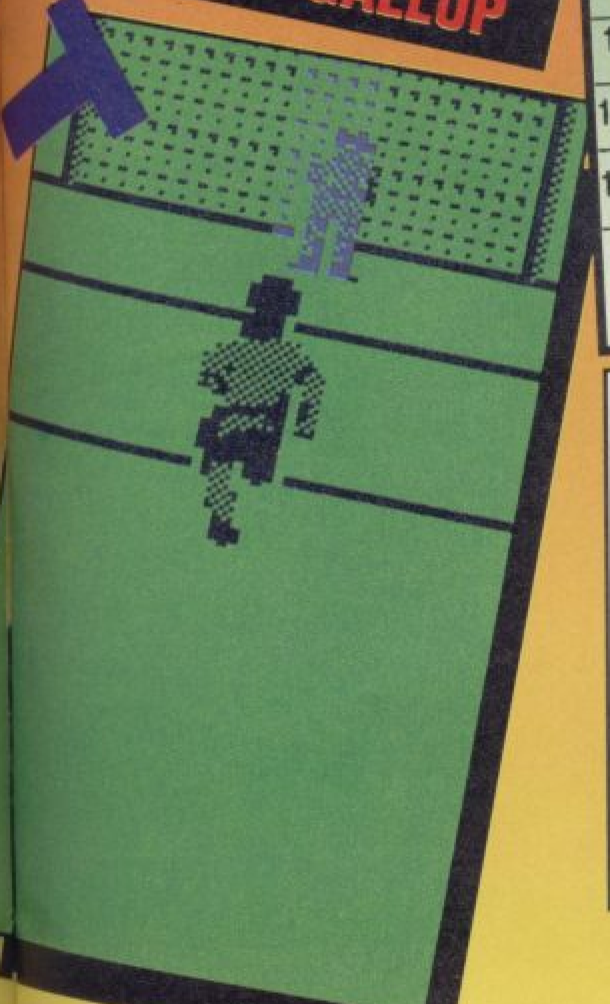
Well Manchester United, which leaps into the Number One slot which fares well for the boys in red, but can they hold out at the top of league? Will Italy 90 take the cup next month or could it be Virgin's World Cup Soccer? Who knows? But whatever the outcome next month , the winner, on the day, will be football.

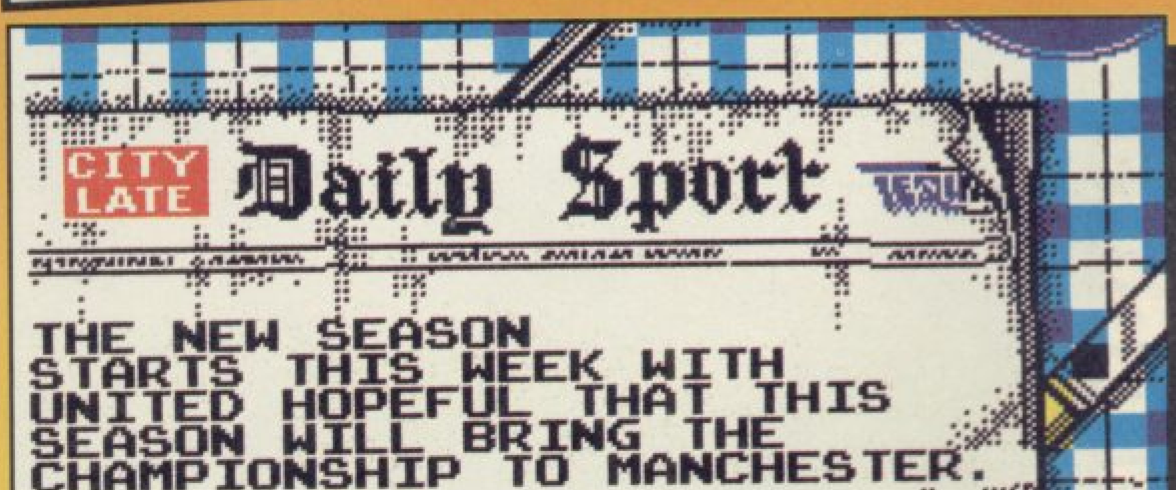
FULL-PRICE TOP TWENTY

1 (NE)	MANCHESTER UNITED Woompo! Number One with a bullet!	KRYSALIS £9.99
2 (NE)	ITALY 1990 Number two! (well, check out last month's review...)	US GOLD £12.99
3 (NE)	WORLD CUP SOCCER '90 Challenging for the top slot, but it's only 7-a-side	VIRGIN £9.99
4 (NE)	VENDETTA Another pure beat 'em-up from the Systers.	SYSTEM 3 £9.99
5 (1)	CHASE H.Q. Unceremoniously removed from the top slot by the boot boys.	OCEAN £9.99
6 (3)	BATMAN - THE MOVIE Oh no! My batarang is losing its grip on the top chart positions!	OCEAN £9.99
7 (4)	GAZZA'S SUPER SOCCER One of the few footy games not to benefit from World Cup Fever.	EMPIRE £9.99
8 (18)	BOMBER Whistling up the charts but will it find its mark?	ACTIVISION £9.99
9 (16)	GHOSTBUSTERS II It's been ressurected again.	ACTIVISON £9.99
10 (2)	ROBOCOP Is the future of law inforcement finally in doubt?	OCEAN £9.99
11 (6)	GHOULS AND GHOSTS Is there anybody there? Are you still with us?	US GOLD £9.99
12 (17)	DAN DARE III On a steady ascent to the top 10?	VIRGIN £9.99
13 (13)	CASTLE MASTER Moving about as fast as its graphics. CM deserves better.	DOMARK £9.99
14 (8)	TURBO OUTRUN Slipping partially because of age, partically due to budget recers.	US GOLD £9.99
15 (NE)	IMPOSSAMOLE Burrowing in from the lower reaches.	GREMLIN £8.99
16 (NE)	FOOTBALL MANAGER 2 + 2+ eh? Mysteriously replacing plain old "2" from last month.	ADDICTIVE £9.99
17 (NE)	CYBERBALL Metallic American Football simulation. Pretty sexy, but complex.	DOMARK £8.99
18 (10)	OPERATION THUNDERBOLT No-one left to shoot?	OCEAN £9.99
19 (7)	BOXING MANAGER A swift blow to the ribs formed a yawning gap in his defences.	GOLIATH £9.99
20 (5)	SUPER LEAGUE SOCCER A massive drop in the face of stiffer footy competition.	IMPRESSION £9.99



COMPILED FOR SINCLAIR USER BY GALLUP



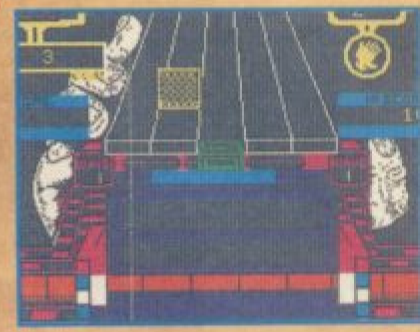



SINCLAIR user
JUDGE DREDD
JUDGE

SOLUTIONS 3

No. 1 was incredible!
No. 2 was astounding!
No. 3 nearly killed us!
Nevertheless, we battled on to bring you complete solutions for CRACKDOWN and KLAX. Skillerama!

KLAX



Everyone must've heard of Klax by now, Domark's superb colour matching game of noughts and crosses. You must collect up to five coloured tiles on the paddle and drop the top one in each case in order to make rows, columns and diagonals of 3, 4, or 5 tiles (called Klaxes). Sounds easy enough eh? Well, on each successive level there will be an objective that must be completed 3-Klaxes (i.e. a line of three), 3 diagonal 3-Klaxes and so on.

So, that's all easy enough so why do we have a players guide? Because it's possible to score over two million with only one play once you understand the way that the scoring works on Klax.

SCORING

To advance through levels in Klax, you must achieve one of four major goals.

Complete the specified number of Klaxes

Get the specified number of points

Get the specified number of diagonal Klaxes

Survive a finite amount of tiles that are thrown at you

All the above factors mean that you must learn to think several tiles ahead and hone your reflexes to perfection. Once you've managed this, then you must develop an intimate knowledge of how the scoring works in order to get the BIG scores. There are three ways to earn points (and what do points make?)

Basic Klax scores

The score multiplier

End-of-level warp bonuses

BASIC SCORES

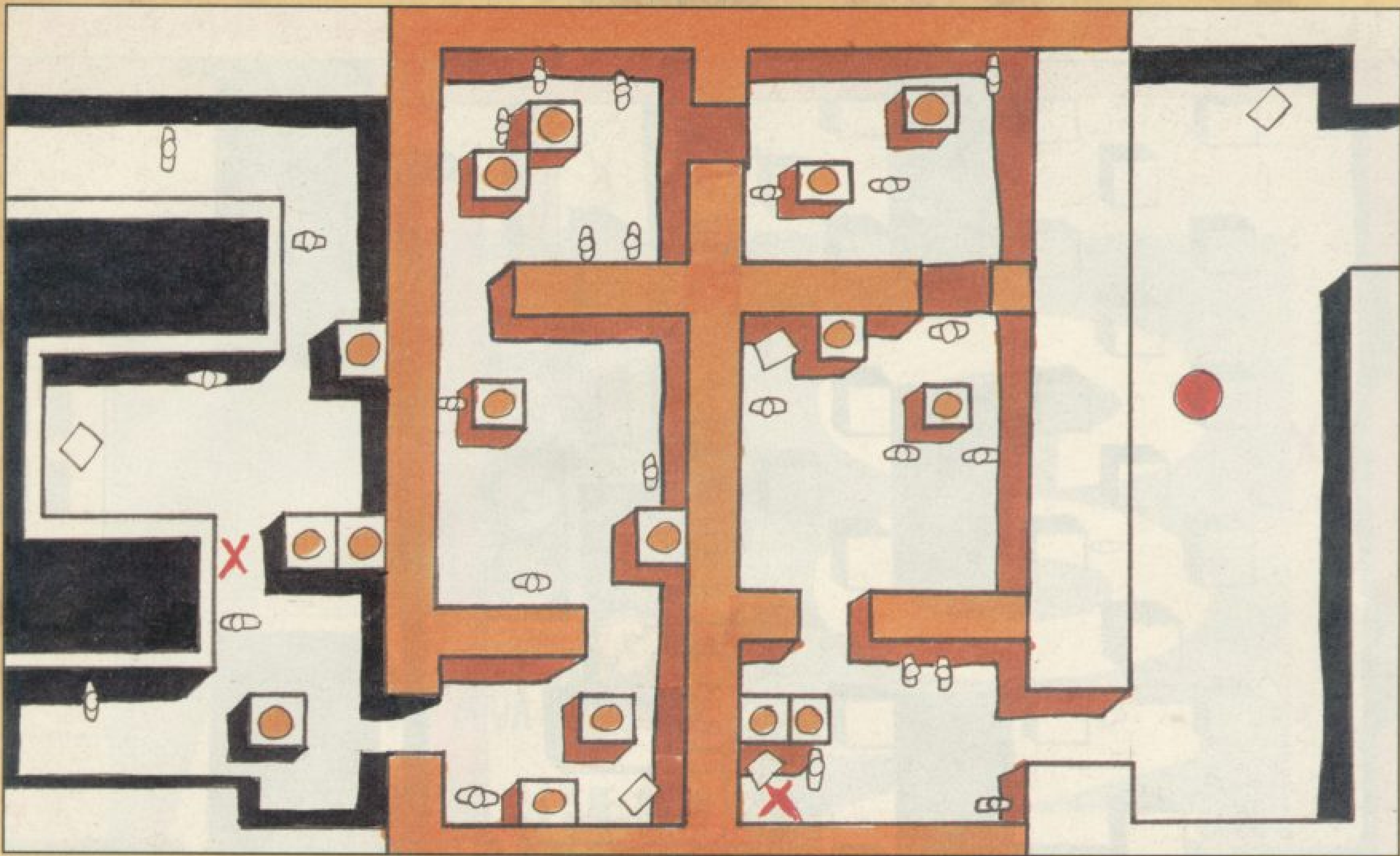
	Vertical	Horizontal	Diagonal
3-KLAX	50	1,000	5,000
4-KLAX	10,000	5,000	10,000
5-KLAX	15,000	10,000	20,000

It's worth noting that a vertical 3-Klax is worth bugger all - you should only use them to get yourself out of trouble.

NEXT TIME!

Look out next month for Solutions Extra giving the rest of the low down on CRACKDOWN to add to what you've already got! Skill!

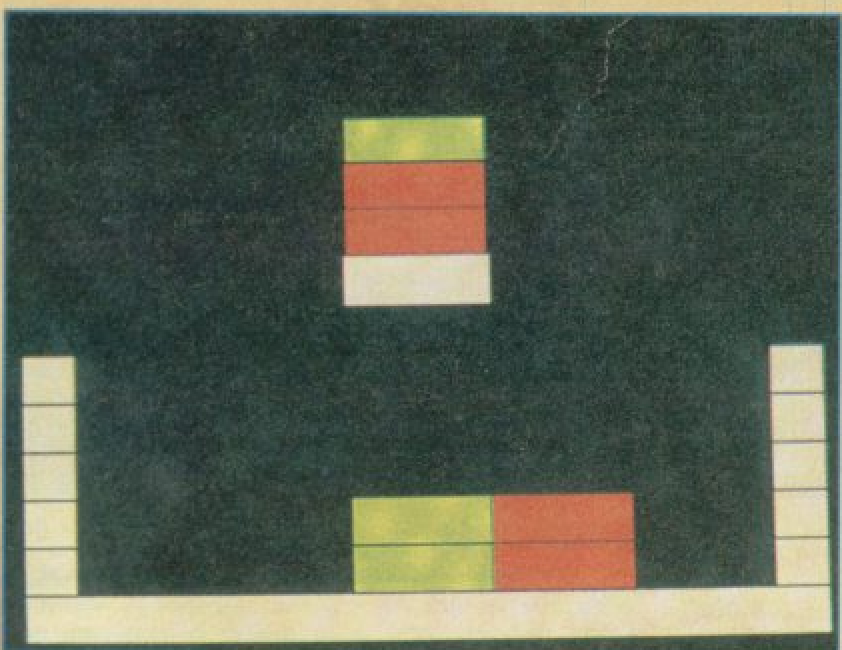
The blame this month sits evenly on the shoulders of Rip Surf Sumpter, Mr Browne and Steve Harmon. See you soon.



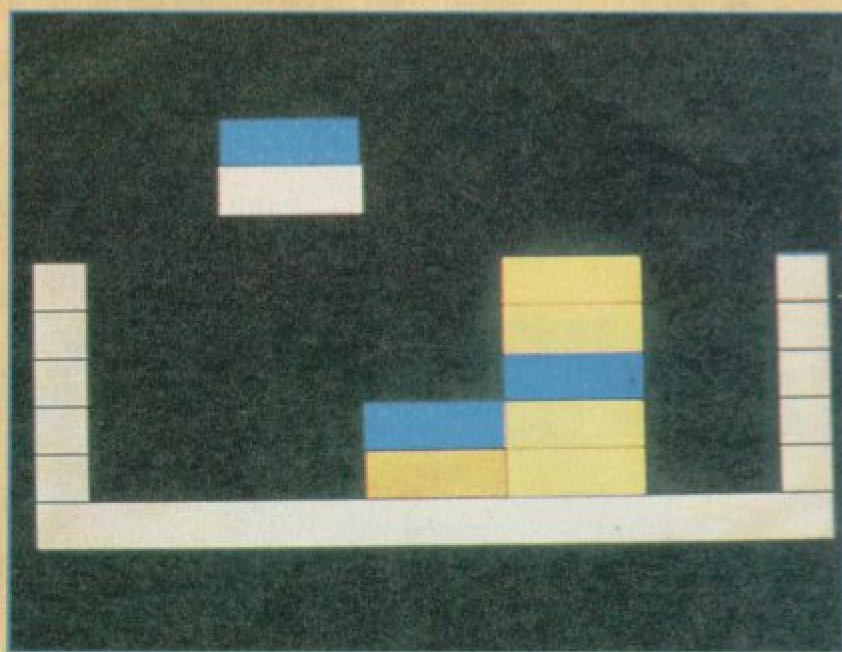
LEVEL 4 CONTROL AND TRANSPORTER ROOMS

ON THE TILES

As the paddle on which you collect tiles can only hold 5 at a time and drops the topmost tile each time, it's sometimes useful to throw tiles back up the ramp so that you can collect them in the desired order. The technique is useful when the tile you need is at the bottom of a stack and you don't want to drop the unwanted tiles into the bin. But beware, this technique is also the easiest way of getting yourself up to your eyeballs in dire trouble.



It's the scoring delay that gets you the points in this example because you drop the green tile on the green column and whilst the score's being given you zip the paddle across to above the red tiles and drop the two reds from the paddle. They will sit quietly as a column of four until the score for the three greens is given and then the reds will be scored - as a vertical 4-Klax giving you a scrummy 10,000 points.



The other way is to set up a 'chain reaction' as shown. All the higher scores in Klax are a result of chains like this so it's imperative to get this move off pat (whoever she might be!)

Drop the blue tile to make a diagonal 3-Klax. Once they've been scored they'll disappear and cause the two yellows to fall onto the bottom two and voila! Another 10,000 points for a vertical 4-Klax please (plus the score multiplier which doubles it up to 20,000!

PLAYING TIPS

THE FOUR KLAX

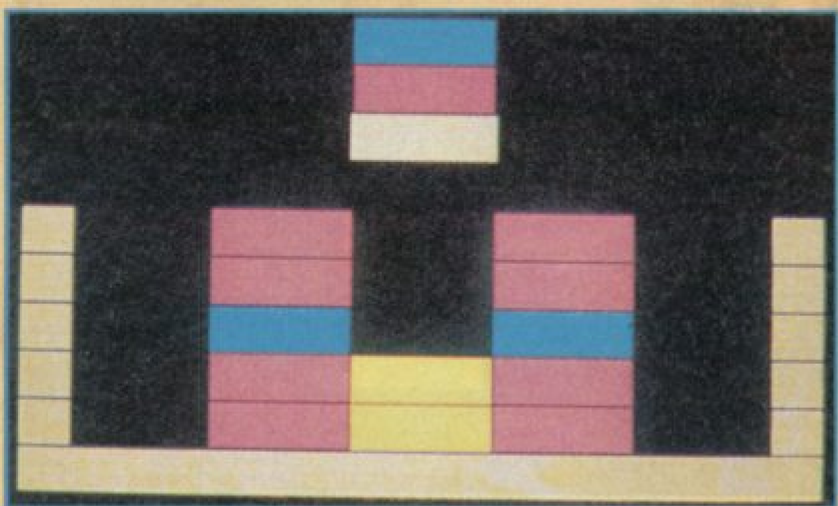
You can easily get a horizontal 4-Klax but it's only worth half the amount of a vertical or diagonal one. The diagonal 4-Klax is easy to imagine but how on earth can you get a vertical one? Doesn't the computer score a 3-Klax as soon as the third tile is dropped on? The answer is of course yes, but follow the two diagrams below and the vertical 4-Klax will become apparent.

SCORE MULTIPLIER

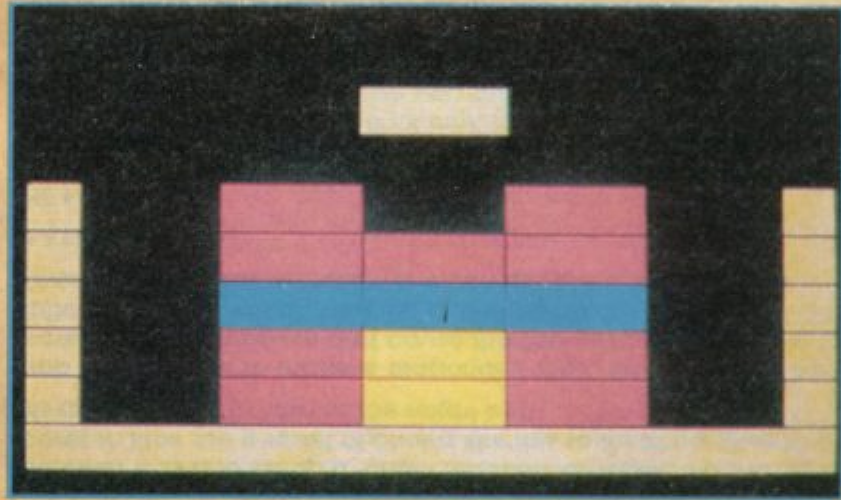
What's all this then? Well it's the score multiplier and you need to know all about it in order to smash the game and get the highest scores. So, the Score Multiplier Effect is affected by the amount of Klaxes scored by dropping only one tile. It increases with each sucessive Klax until there is nothing left to score.

In the example with the blue and yellow tiles, the first Klax with the blue tiles had a Multiplier of one, but the following Klax had a multiplier of two making the vertical 4-Klax worth 10,000 x 2 - a massive 20,000 points for one vertical 4-Klax.

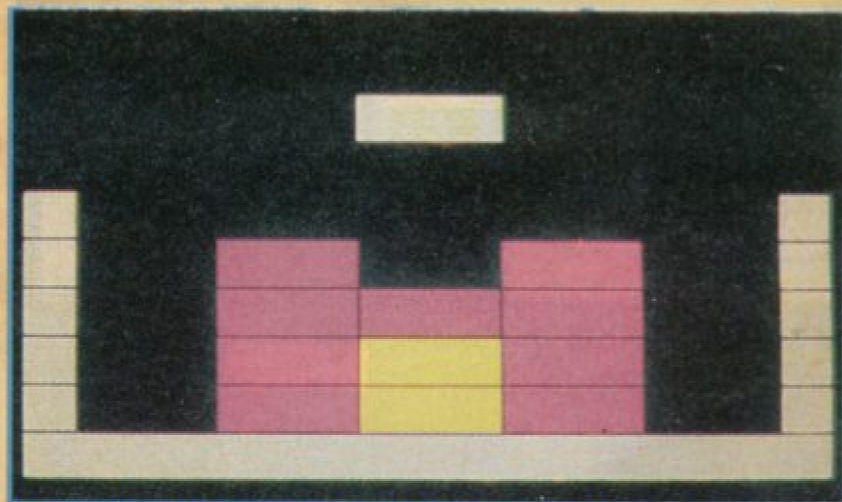
Here's a few more examples of the Multiplier Effect.



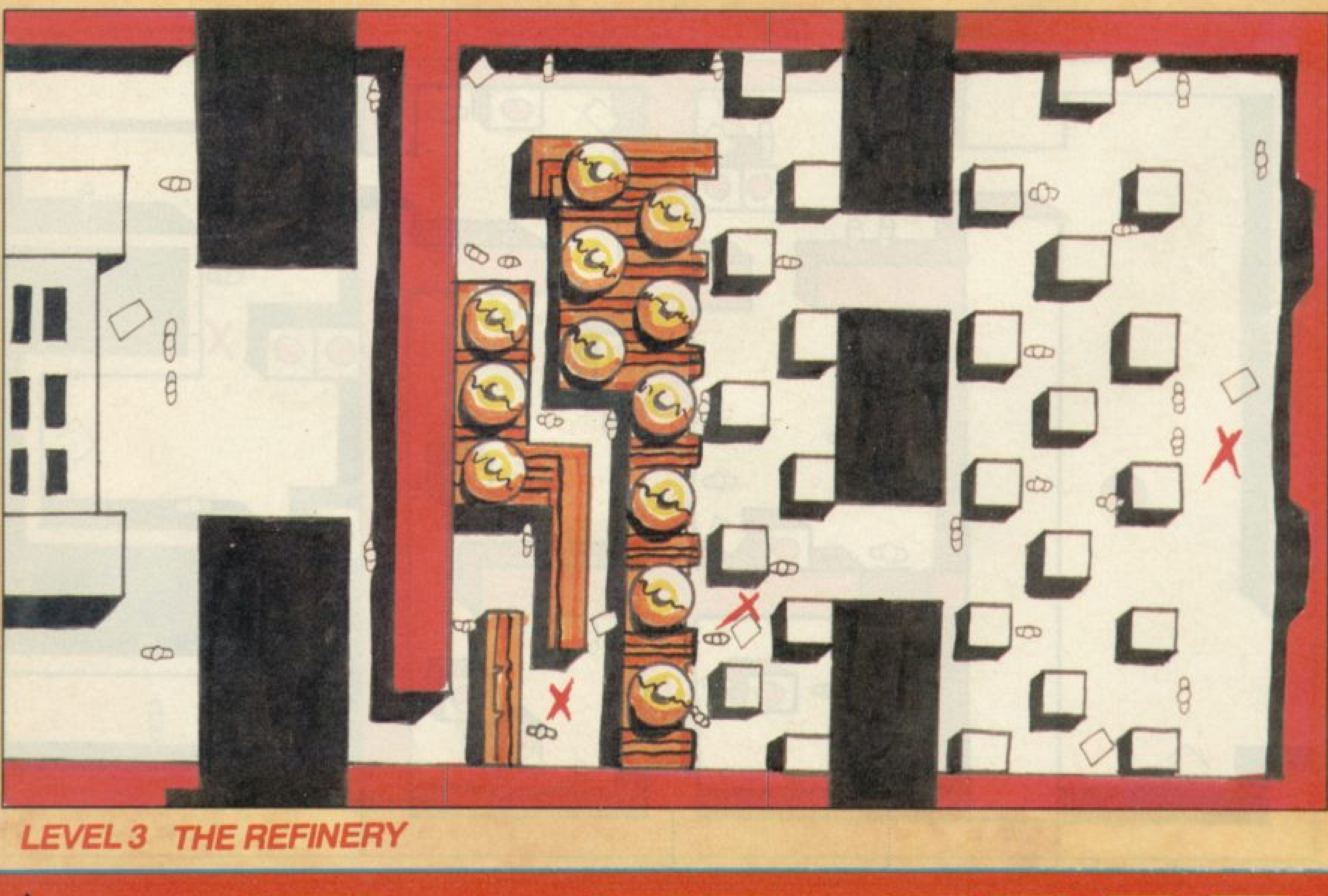
Dropping both tiles in the centre will give....



This layout and as the blue tile hit first, the blue horizontal 3-Klax is scored first with a multiplier of one. And once it's scored and gone we move onto...



The magentas which score as two vertical 4-Klaxes, two diagonal 3-Klaxes, a horizontal 3-Klax with a mulipller of six! One for blues and no less than five for the magentas.



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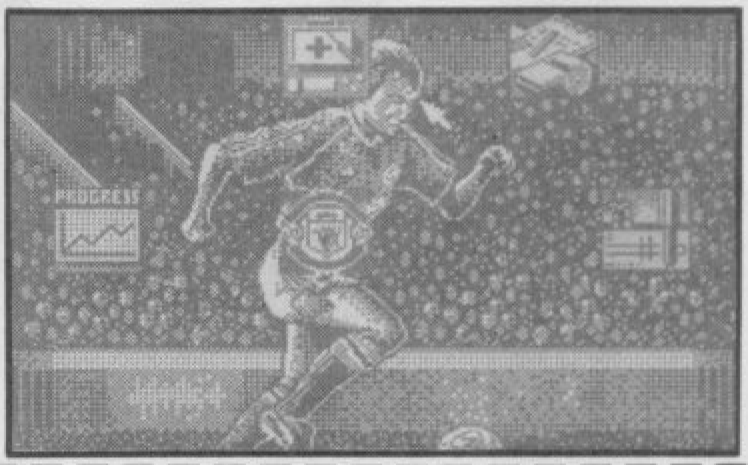
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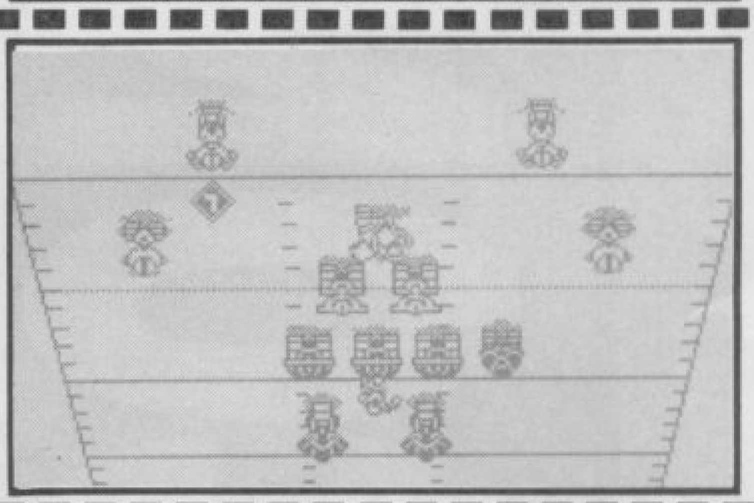
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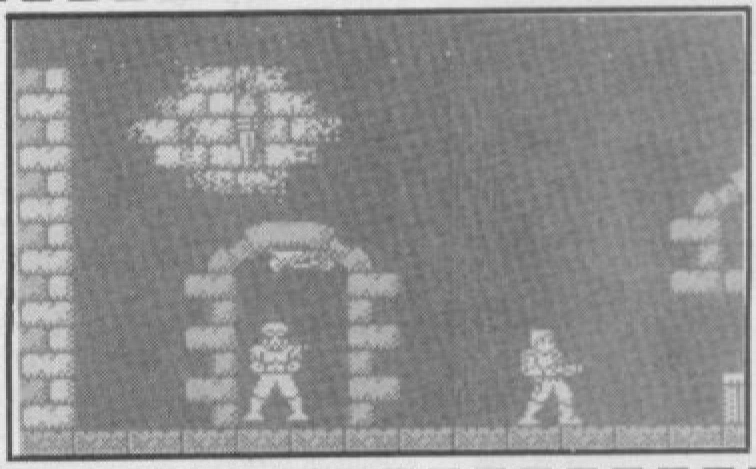
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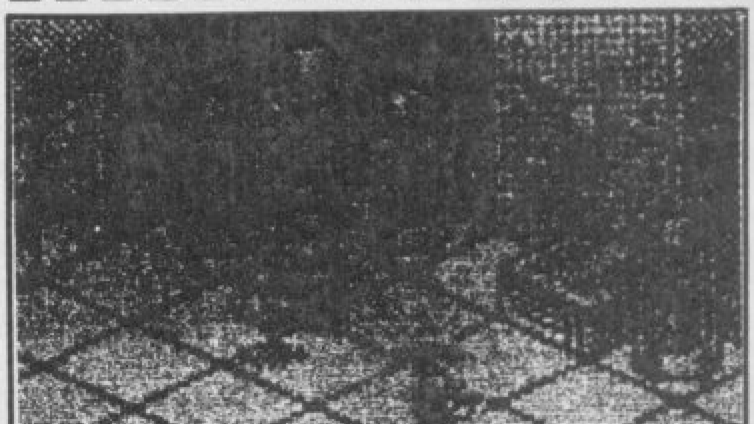
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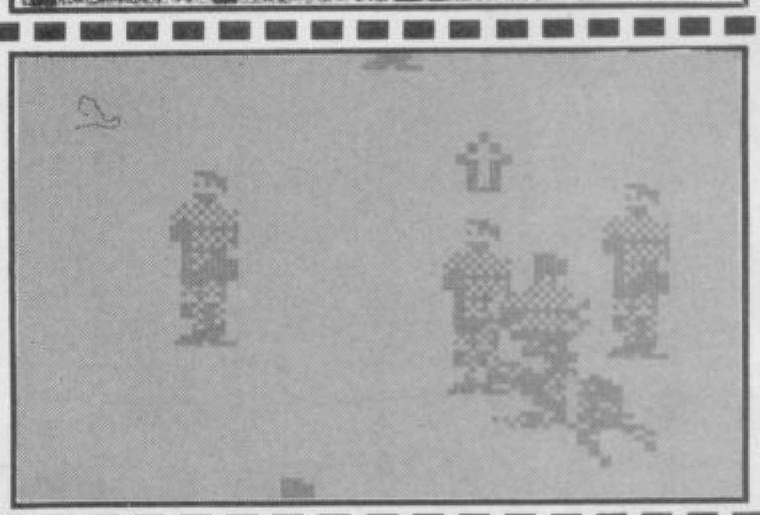
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TELL IT TO JIM

TURNING TURTLE

Dear Jim I have been reading SU for nearly 2 years and it is still the best mag for the speccy.

This is not going to be quite as long as the letter I sent to the write stuff so I'll get straight to the point.

Where the hell is Teenage Mutant Ninja Turtles? You said it will be out at £2.99 next Thursday, 10 Thursdays ago!

John Hargreaves Macclesfield, Cheshire

● *Truth be known, Jack, we were a smidge optimistic about Turtles last time. No-one's actually got the licence, but our money says that someone BIG will be making an announcement before the autumn.*

POKES FOR BEGINNERS

Dear Jim Please can you answer this question immediately! How the hell do you get pokes to work on my Multiface 1. I get the toolkit option. Then press space and Type it in. Then type in the last numbers after the comma(,) but then, low and behold, the damn thing won't work! I've got thousands of pokes to use. But not one bloomin works.

Please, please etc etc can you come to the rescue, Super Jim, and put me out of my misery. You're the only one that can help.

Andrew Naylor Beeston, Nottingham

PS. You mag is the best in the universe, but where are the pokes on tape ??!!!

● *Jim sez: Well, I'm not actually the only one who can help. Garth reckons;*

EGYPTIAN CROOKS

Dear Jim I'm writing to tell you an important thing! Unfortunately your megatapes are all being copied here! This is done by Aatsico, the Sinclair agent in Egypt. They've copied games like 'Bear a grudge', and they also copy demos and sell them to fool people here, as if they were games! I think they're a bunch of wallies. But how the hell could anyone buy an original game when you find only copies, for your games cost us from L.E. 30 to 40!

Why have you stopped making those fab posters, and why do you print a review on the other side of a page where there's a poster (e.g. TD2 in the Nov ish, Jaws in the July 89 ish, and Mr Heli)?

Ihab Helmy Cairo, Egypt

P.S. Why don't you make more soundtracks? The last tape was brill except for DDII in which the sound was horribly distorted!

● *The swine! Fortunately seven fully armed F19 fighter bombers are winging their way over the oceans at the moment. We'll see how these Aaatsico Johnnies like the taste of some Nato warheads. The posters will return shortly. The reason we haven't had any lately is cos the Solutions booklets sit in their centre spread positions.*

MAGS FROM THE PAST

Dear Jim I am writing to ask you if you could please publish a coupon for back issues, as I have missed some of your magazines.

Michael Bell Barrhead, Glasgow

P.S. Your Sinclair have had them and you wouldn't want that ?$!* magazine to beat SU (The most crucial magazine in the world)

P.P.S. I have written a small poem:

Sinclair User is so cool Your Sinclair is a load of Bull SU's so good I could read it all day But YS no, I'd jump in hay There's one last thing I'd like to add It's Sinclair User that's most Rad.

● *Nice poem. Like the bit about Hay. Back Issues? Certainly. And you'll find more than a mere coupon on page 60.*

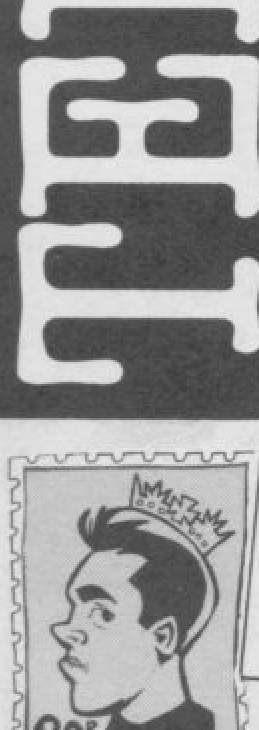
FANTASY WORLD

Dear Jim I claim to be the first one to complete Fantasy World Dizzy because I bought it the day it came out in the shops and completed it the same day and I never phoned up the Dizzy help line once. I drew out a map for Dizzy 3 and sent it to SU but you never printed it (not fair). Anyway I claim to be the first F.W.Dizzy not Steven Gardiner and John Craven from Southport, I have also completed Dizzy 1, and Treasure Island Dizzy as well.

John Wilson Ayrshire, Scotland

P.S. Robocop is also a slap about the eye as well on my 3rd shot I completed it.

● *Garth sez: Mr Boasty Trousers! We got your map and it wasn't good enough to print. Coming first doesn't always count for everything.*



IT'S ALL OVER - IT IS NOW!

Dear James I am writing this letter to say that I claim to be the first person to finish World Cup Soccer Italia '90.

It's totally wicked and I finished it two days after purchase. Also when will you be reviewing Shadow Warriors? Here is my rap:

This is a rap all about Jim He is great, Wayne is dim His reviews all make sense But for Garth, I couldn't give tuppence Power Drift is good Untouchables is brill But Gazza's Super Soccer deserves absolutely nil.

Cool eh? Oh by the way here are my top ten games: 1. World Cup Soccer 2. Untouchables 3. Power Drift 4. Double Dragon 5. Wec Le Mans 6. Test Drive 2 7. Hard Driven' 8. Target Renegade 9. Spy Hunter 10. Ikari Warriors

Find enclosed a carrier bag to suffocate Wayne.

Martin Ward PS Hi to Barbs and Stu

● *Martin: You're thoroughly radical. £10 worth of software on its way to you. Remember, carrier bags are dangerous and small children can choke on peanuts. Handy if you're stuck on a desert island with a carrier bag full of peanuts surrounded by deadly young children.*

BROKEN STICKS

Dear Jim I got a quick shot 'Turbo' Joystick recently, and it is knackered! I was playing 'Combat School' and it broke next day I found a spring on the floor and threw it away.

Can I have the 'Quickshot' address please, please, please. If you don't I will be forced to tell my pet car (enclosed) to run you over.

Paul Sykes Nuneaton, Warks

● *So! Another joystick falls victim to Combat School's acid test. The manufacturers of the Quickshot are; Unit 27, Northfield Industrial Estate, Beresford Ave, Wembley Middx.*

LOADS AND LOADERS

Dear Jim I have been buying SU for sometime, but I have never seen any programs in SU.

I am a keen programmer. Y.S. has programs in it. Someone I know who buys it when I open it there were programs. As soon as I got home I put pen to paper, and wrote off to you, and when I saw the new look SU.

I thought sound you might print programs. BUT YOU DID NOT.

Another reason why I am writing to is I wish to know how to do a loading picture. (I have a spec 48k) I hope you can help.

Wayne Taylor Wallasey, Merside

● *We thought sound we might print programs as well Ho ho! Loading picture; simple. Get yessel an art package, draw a pic. Save it as SCREEN$. Write a loader which has LOAD "" SCREEN$ in it, and you're laughing.*

CALLING ALL COUPES...

Dear Jim Just thought I'd write and tell you and the readers about FRED, the SAM Coupe mag, on disk, write to me at the following address for details. Thank you.

Colin Macdonald 40 Roundy Hill Monifieth Dundee DD5 4RZ

● *Surely you should be in Sell It, over the page. Tsk!*

SELF, SELF, SELF!

Dear Jim I have a teeny weeny request. That request is ...... When will you be doing double hits for +3 owners, eh! Yonks back a reader wrote to Kami about megadisks and Kami said there would be some info soon. Well I don't call about two and a half years soon, do you? Don't you think its unfair that all the +2 owners get the goodies and the +3 owners get nothing, we I don't think that's fair and nor do all the other +3 owners who read SU (the ones who read Y- or Cr--- deserve what they get, nothing).

So will you start doing Double Hits on disk.

Josuinder Rapal

P.S. I thought Tony Dillon was dead but I saw him in ACE

● *It'd be a blummin lot more unfair if we only did disks, wouldn't it? The poor +2 people wouldn't be able to use them at all. At least +3 owners can use our tapes with an external tape player. Tony does indeed exist in some nebulous half-life, somewhere between life and Ace.*

SHOWOFFS CORNER

Dear Jim I'd like to tell you that within a week of getting Chase HQ, I completed it with a score of 87654321 (top score ever) I think! At the end it shows the 4 pictures, the first is of the two guys faces, so is the first is of the two guys faces, so is the second, the third is of the car.

The fourth is of the dude shaking their hands. Then in the middle of the screen it shows two hands shaking and "The End" Logo appears. Then it shows your score. Okay so I exaggerated the score a wee bit, the only cheat I used was in Megatape 24, pokes which gave me infinite time. Apart from that small tiny, minor tip, I had to do it all myself.

Am I a genius or am I a genius?

Parvin Farmahan Glasgow, Scotland

P.S. In ish 100, that dude BJ Evans completed Turbo Outrun in two days, I borrowed it from my friend and completed it after two goes. And I chose in order Grippy Tyres Turbo, then power engine, which is the right way. So beat that!

P.P.S. Don't write full address in case BJ comes to my house and clobbers me in for that.

● *Grippy Tyres? Mr Scaredy Pants! Turbo, Engine and tyres last see me right on the arcade machine.*

SELL IT THROUGH JIM

WRITE!

If you want to give us a piece of your mind, or get something heavy (and slightly damp) off your chest, get it down (fnurk) on paper and send it to TELL IT TO SO-CALLED "JIM", SINCLAIR USER, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember though, to mark tips letters "Hacking Squad", and your games reviews "Write Stuff". Honestly, there's nothing that makes me madder...

POKE EXCITEMENT

Yo,you cool dudes (Jim)(I thought it would make a change). Please help me, I'm stuck in no 99, May 90' issue of Sinclair User, you printed a Brillo (pad) cheat for my bestest game ever - Revenge of the one and only Doh - but shock Horror. I got in the high score table and I even typed in PBRAIN, but Wot no infinate lives? I've tried everything I can think of to make them come to me, but as everything else refuses to come near me, why should my infinite lives want to. Please tell me where I am going wrong. It's drining my PBRAIN round the pod. I'm begging on my hands and knees.

Please help me Sinclair User
I don't know what to do.
My infinate lives won't come to me,
So I'll rely on you,
To tell me what I'm doing wrong With old Ark ;
the game so sweet.
I hope before I'm old ad grey
My infinate lives I'll meet.

Many Thanks Your number 1 fan - Jane Burman

● *Eeek! You're completely right, Jane. That poke was a bit wobbly, I'm afraid. We faithfully promise to remedy the situation in a forthcoming issue, with a bumper set of Doh cheats and tips.*

BOGUS SHOWOFF!

Dear Showoffs Corner, It's not fair I want to show off,but I've only compleated Saigon Combat Unit, Dizzy 2, Dizzy 3, Fast Food, Twin Turbo V8 and Chase HQ. I don't reckon any of these warrant serious showoffing, so what shall I do? Not fair.

Yariv Hastilow

P.S. Sneaky or what?

● *Ark! You've sneaked in by professing your uselessness, you cad! You see the perils of nodding off and not really paying attention to the beginning of people's letters? I must be more alert in the future and catch such naughty blighters before they get onto the page. Away with you!*

SKILL TAPE SITUATION!

Dear Jim, CONGRATULATIONS! Terra Cresta is simply the best. It's full of exciting graphics and brill space ships, and the Dinosaurs. I very nearly fainted when I saw those cute little things. But to have something good you have to have something bad. The thing I'm talking about is Flashpoint. I would not mind but it's C***. Probabaly Ocean's worst game yet. Well I suppose you can't expect much from a B side. As for that keep these ace magazines and tapes rolling in.

Yours sort-of-happily David Todd

Sinclair User and Jim Rule.

● *Mega-excellent, Dude! Hope you like this issue's Dredd theme. What would other readers like to have future themic issues based on? Sports, movies? Write and let us know.*



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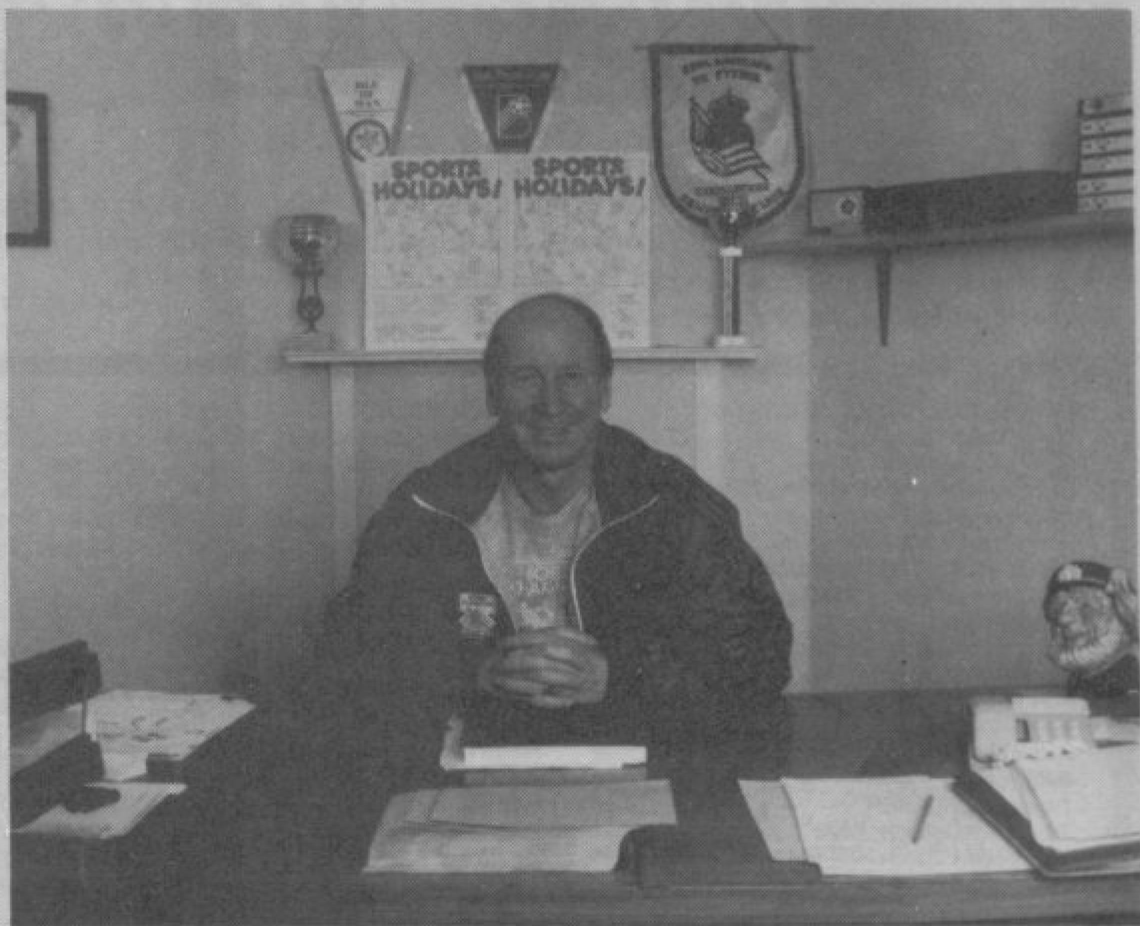
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Spot The Difference

That ol' director, of that old team Manchester United, Bobby Charlton is pictured here looking ever so directorial and such. It's a far cry however from the days when ol' Bobby was poping in goals from 40 yards and leaving most keepers floundering on the floor wondering, "Where the ruddy heck did that come from?"

And it would seem he's still trying to catch you all out even now as there are several differences between Pic 1 and Pic 2 and what we want you to do is to put a circle around all the differences in Pic 2 and then send it off to us here at SU towers. First correct entry out of the bag on August 31st will receive five games of your choice.

Just cut out the entry form and send it to: "Hair we go, hair we go, hair we go" Sinclair User, 30-32 Farringdon Lane, London, EC1R 3AU



FAMOUS FOOTBALL SAYINGS

"Well, football's just this game innit, an' it's really what you put in that counts." Jimmy Greaves.

"If it had gone in the net, it would've been a goal!"

"There are people on the pitch, they think it's all over - It is now" Kenneth Woolstonholme commenting on the 1966 World Cup Final between England and West Germany.

"But there's a good film on the other side" Jim Douglas

"Naa Man. It's too violent for me. I prefer to nip down to the church an' do a bit of pennence." Oz Brown.

"OOOorrriight!!! Ow's it gooing 'ven me old china. Vers nuffin' better van a good game a footy follered by seventeen pints o' lager and some scupper nosh down the Royal Hamishi Curry house - Diamond!" Tim Noonan (deceased)



NAME ....

ADRESS...

....

Number of Differences: ....



SUPER DRAGON SLAYER

Dear Chris (crappy)Jenkins, I thought Wayne was as crap as they come, but I was wrong.

Never have I disagreed more with your reviews than i have with Super Dragon Slayer.

You said the graphics looked like a day out in Legoland TM?!?, and you have it a mere 59%. You don't realise that it's not the graphics that are important, its the playability. Sure, its nice to have decent graphics but at SU, you seem to mark your reviews on graphics only. Heres my fax box.

Graphics - 51% Sound - 60% Playability - 93% Lastability - 91%
Overall - 90%

I think that I'll send those blokes at Codemasters a thank you letter, cos this is one of the best games on budget I've ever played.

Yours upsettingly
Richard Bain Yarm, Cleveland

YOGI BEARS GREAT ESCAPE

Dear SU, I love it! What do I love I hear you ask, why Yogi Bears Great Escape of course. When I played it my first thoughts "Oh no, its another platform game", but after my second go I wondered why I only payed £2.99 for it, it should at least have been worth £6.90. Its a work of art and worth every penny.

The game play is superb and the controls are simple but perfect, as for the lastability, well lets just say Yogi has hogged my spectrum for over a month. The animation is excellent and there is not one object which I find to be badly drawn or unrecognisable. I am a little disappointed in colour terms but the blue goes well with black and I suppose you can get more detail with it. I just cannot believe the quality of the layout and the atmosphere really feels. I think 'Hi Tec' have made a superb choice in publishing this game a hope there's more to come. Jim Douglas quite rightly awarded Yogi to be the Cheapy Of The Month and I am sure if Yogi had, had more colour and maybe some kind of tune (128k) it would have made a Sinclair User Classic, Well Done Jim! I wish software houses eg. Kixx and Hi Tec would include Spectrum screen shots.

Scores:- Graphics - 87% Playability - 86% OVERALL 88% AND
CHEAPY OF THE Music/Sound - 81% MONTH Lastability -
94%
C.J.Perrin Portsmouth, Hampshire

CHASE HQ

Dear SU (fab mag) Chase HQ is definitely the most exciting and addictive game Ocean have come up with so far.

The graphics are as detailed as they are on the arcade and the speech is so clear it's like there is someone in the computer talking to you.

When you use the turbo it goes so fast that it's quite hard to control. The first couple of levels are almost a walk over, but it's when you get on to levels 3 and 4 it starts getting hard. When you finish those you go on to level 5 which is almost impossible, I've only reached it a few times.

They have made a good job on all the versions of Chase HQ even on the 48K one. Compared with other driving simulators eg. Out Run, Chase H.Q. is in a world of its own.
Ben Jarvis Crockett, Cornwall

P.S. SU is also in it's own world compared with other mags e.g. Y**r S*****r and C***h (Crappy)

RED OCTOBER

Dear Jim, About a month ago I wrote to the publishers of two games - Carrier Command and Hunt for Red October as I have problems with both.. not a dicky bird in reply so far!

Probs. are. Carrier Command - I agree the best ever but how in strategy mode do you get enough fuel to get around more than three or four islands? How come the opposition scoots around the islands with no apparent supply problem?

After dozens of different ploys I always end up 'sunk'... and only three or four minutes into the game! Run silent-run deep-outrun torpedoes..no, sir, it just doesn't happen.

Can anyone please help before I go potty?
Ron Wright Hailsham, East Sussex

● ***No wonder you're having trouble with complex strategy games, you send your letters to the wrong place! Cah! Can anyone help this misdirected stratter?***

THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyono thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU.

MAN UTD

Dear SU, You havn't reviewed Man Utd yet but when you do here is how it should look.

Graphics 76% Sound 88% Playability 86% Lastability 96% Overall 89%

The game was quite brill even though Man Utd are crap so every football fan out there buy it right now.

Yours footballfaningly David Cameron Inverlochy, Inverness-Shire.

● ***Cup-Winners in Not very Good Shock! Well, your review comes pretty close to concurring with Garths, and you hadn't even seen our scores! Syncronicity!***

TEENAGE MUTANT HERO TURTLES

Dear SU, I went to this arcade yesterday and it had this brill, Fab, Doodey game it was called Teenage Mutant Hero Turtles. I immediately got hooked on the game I was playing Raphael. There were three other kids playing too, please could you tell me when it comes out on the spectrum 48K. And I reckon all your reviews are spot on. And when this comes out I am going to buy it straight away. SU is the best mag.

Andrew German Penarth, S.Wales

OUTRUN

Dear Chris, I am writing to tell you what I think of the game Out Run. All I can say is it is absolutely brilliant. I read a review about Out Run. The review said Out Run was rubbish but I disagree entirely.

Andrew Launders Hackenthorpe, South Yorkshire

● ***Captain Comprehensive! Thanks for your detailed analysis. (Cah!) Next!***

SPY vs SPY

I was in my local games shop when I saw Spy vs Spy. The woman in the shop said it was a good game. I bought it, took it home, loaded it and played. I played against the computer and it's ruddy rock ard. When I played against my cousin we had a good laff. OK, so it's not that good but I'd give it about 70 Overall.

Here are my marks: Graphics 40 Humour 67 Playability 70 Lastability 68

Philip Cooper Barrow-In-Furness, Cumbria

P.S. SU is well ard.

● ***See! You can always rely on people in shops to tell you the absolute truth.***

DAN DARE III

Dear Jim, Recently I bought Virgin Mastertronic's Dan Dare III and have to say it is absolutly mega-brill. Virgin have made this a review given for it was mega mega-brill. I do have one tiny complaint; it is really peasy to complete, within two days of buying it I completed it. The end screen says...Well Done Star Fighter and goes on to say something about crashing through the doors then.. Are You Drunk!? But other wise I love the game and would recommend it to anyone it's a real stonker!

Colin Farren Netherton, Peterborough

P.S. Sinclair User is brill and I think that you are the best reviewer of the lot.

P.P.S. Your Sinclair and Crash are pretty crap in comparison.

BEACH VOLLEY

Dear SU, what ever happened to Beach Volley. I've seen previews and seen advertisements but I've never seen the review I have never seen the game in the shop either.

Jason Newport Cirencester, Glos

P.S. Your magazine is the best and make Crash and YS look Crap.

Greetings, mortals. As I gaze out of the window I can see fluffy white clouds floating in a blue sky, leaves gently rustling on a nearby tree as they are caught by a lilting breeze, and all is peace and quiet save for a group of young lads on skateboards and a few skateboard groupies, who between them are making as much noise as the Centre Court cheering home a Wimbledon winner. So life goes gently on its way. But it does not do the same, I am sorry to say in the world of computing. I caught sight of an advertisement the other day, and hidden away among the general blurb was one little phrase that the company in question seemed to have put in almost as an afterthought. The people involved, Official Secrets, have been praised in these pages in the past for providing good quality software at discount prices and producing an interesting magazine for the adventure enthusiast.

CASTLE ADVENTURE:

N, n, n, e, e, up, up, take sword, down, e, take armour, search armoury, e, take spade, w, w, down, w, down, dig, take flint, up, drop spade, w, drop armour, w, w, exam picture, up, take steel, up, take lamp, down, down, n, n, up, read plaque, turn plaque, turn plaque, w, take shield, e, down, s, s, e, kill dragon,, up, take sword, down, e, drop lamp, take armour, wear armour, n, kill knight, search knight, drop steel, drop flint, take key, drop sword, drop sword, w, w, up, remove armour, down,s, s, e, e, take lamp, n, e, e, up, up, take note, read note, drop note, down, unlock door, go door, search arsenal, take gun powder, take fuse, insert fuse ... to be continued!

THE CRYSTAL FROG:

E, s, e, get apple, n, e, drink liquid, w, w, n, n, e, enter, get spade, empty barrel, look, get mutton, w, w, w, n, n, examine leaves, get coat, look, get key, s, s, e, s, examine arms, enter gap, dig, look, drop spade, get box, e, e, drop box, look, get mace, w, s, w, get mask, w, w, w, w, unlock door, open door, enter, drop key, get bucket, n, use mace, drip mace, get coins, s, s, give coins, look, get scroll, read scroll, drop scroll, n, w, s, get food, s, fill bucket, n, w, w, give food, get rope, e, get bar, wear mask, s, s, empty bucket, jump pit, drop bucket, drop mask, get frog, e,get tablet, w, w, w, w, eat tablet, get bottle, n, use rope, drop rope, s, s, read book, pull shelf, s, w, get tiny, e, n, n, w, wind clock, look ... to be continued!

The advertisement said much the same thing, but it also added a line which, in part, read: "Special Reserve (the software discount side of Official Secrets, amongst other things) is now a 16-bit only supplier". Is now a WHAT?! No more Spectrum software from Official Secrets, then, which is something of the shame if you've already joined and paid them a year's subscription in advance.

So Official Secrets join Level 9 (although healthy sales of Scapeghost may yet make them change their minds if their HUGE game system debut is a flop) and, apparently, Magnetic Scrolls (whose next game is called Wonderland and, as far as I can tell, is for 16-bit machines only) is deserting the 8-bit market. This seems a bit strange to me, since Spectrums are still selling a lorry-load, and in the case of Official Secrets I can only assume that there are much bigger profits to be made from the 16-bit market than can be found in the 8-bit world. It's their business, they can do what they like, but I think they've let an awful lot of people down. It wasn't so long ago that they were sending me all kinds of publicity material in order to get a mention in this column. They never sent me anything saying that they were stopping the supply of Spectrum software. Swines. If you're an existing subscriber who doesn't have a 16-bit machine then I should write to them as soon as possible and demand at least some of your money back.

Fortunately, there are better things to do with your money. One of them is to send off for a sample copy of Spellbreaker!, a fanzine that is doing remarkably well and has progressed to issue 15 without any major hiccups. I know I've mentioned it before, but now readers of Sinclair User are entitled to a discount, according to editor Mike Brailsford. If you've been dithering in the past, not sure about whether to send off for a copy of the fanzine or not, then now's your chance. Issues normally cost £1.50 a go, but readers of Sinclair User can send off for a sample issue and enclose a cheque or postal order (made out to Spellbreaker!, including the exclamation mark) to the value of a mere pound. Yes, £1.00 is enough for a look at one of the best adventure fanzines around (and I'm not being paid for this!)

The latest issue, the May one, contains 40 pages. In those pages you will find complete solutions to 4 games, part solutions to many more, maps galore (including a complete map for Agatha's Folly), and invaluable map and solution service (plus telephone numbers for the desperate!). The address to send your pound to is 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX. Just tell editor Mike that you read about it here, and your pound will ensure that you receive a copy of fanzine. It's well worth the money.

Having mentioned companies that are deserting the 8-bit market in search of a fast buck, it's nice to note that there are many companies and individuals who are happy to support both the 16-bit world and the 8-bit. Larry Horsfield, no doubt known to many of you, is near to finishing something called Axe of Kolt, CRL are due to release a role playing game called Power of Light, and John Wilson is currently having more games playtested that most people have ever written. More news as it becomes available.

A game that is complete and ready to buy now is one called The Menagerie, a title which seems familiar from somewhere or other. I wonder where?! Anyway, as most of you will perhaps know, The Managerie is available from Stormbringer Software (or Ian S. Brown, as the case may be) and costs the stupendous amount of £1.99. Not available

KNIGHT ORC:

(from where we left off) Where's the spear? Under the bar. The Inneeper keeps taking back the spear? Just go back to the inn and retrieve it. You only have ninety feet of rope? Just keep searching, especially in the chest. Where are all the pieces of rope? Come on now, don't be lazy, it's not that hard! What are the gold pieces for? Just to slow everybody else down. How do I get Repunzel's tower? You can't, so don't bother!

FUDDO AND SLAM:

Having trouble with the ring? Take the Picture Of Teaser and the copy of Crush (issue 1) to Timmy Convant, and as soon as you enter his cottage he will take them both and give the ring in exchange. Having trouble with the end game? To complete the game, return the ring to Bulbo's burrow, and then GIVE RING to Bulbo. When he vanishes, just CALL BULBO and the game will be complete. Some general advice now. To talk to Slam, just enter SPEAK TO SLAM, and then when he turns to listen just SAY whatever, and see what happens. If you want some help from Slam, enter SPEAK TO SLAM as before, then ASK FOR HELP WITH whatever, and see what happens. With Slam, to find him in the first place just go to the edge of the river, where he's fishing, then SPEAK TO SLAM and SAY FOLLOW ME. If he wanders away at any time, enter CALL SAM, and if he can the faithful servant will come back. Oh yes, when the torch is lit stay away from the Icy Wastelands, and the Inn, or else you'll lose it, and to create a passageway through the Webs, just SPEAK TO SLAM and then SAY GO TUNNEL.

The Sorceress





from Official Secrets, apparently!

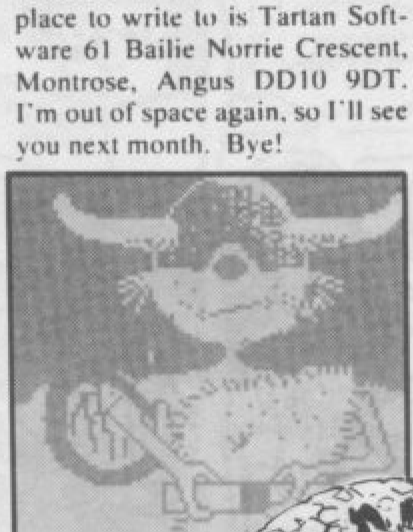
I mention this product because author Ian Brown now has another game on the market, with the interesting title of Bog Of Brit. Again, this costs £1.99, or you can purchase them both for £3.50 and a saving of 48 pence (this includes post and packing, but the way). Cheques or postal orders to me made out to either Ian Brown or Stormbringer Software, should you want to chance your bank balance. The address to send the money to is 1 Amanda Road, Glen Parva, Leicester LE2 9HW. Amanda Road?! Sounds like someone out of Dallas.

Both these adventures were written using Gilsoft's P.A.W. system, and although Bog Of Brit has over 100 locations it doesn't seem to have over 100 problems in it. This is probably because I've been given the full solution (thanks Ian), but there are still plenty of things for you to take in as you roam around the game playing area. There are also plenty of characters to talk to as well, even if the horse does seem to be one of those strong, silent types. Still, it's all good fun as you go toddling off in search of a family heirloom, it shows off Ian's sense of humour very well, and it should keep you occupied for a reasonable amount of time.

If your interest is in game writing rather than game playing, however, you may care to sample a little something from Tom Frost. Now, Tom has written some cracking stuff for the Spectrum over the years, and during that time has developed his very own adventure writing system. Not for him the fruits of somebody else's labour, what I can best describe as "individual" games. That is, don't look at a game and immediately think "ah yes, written using P.A.W.".

This system is now made available to the public at a cost of just £4.95 and, you may be pleased to note, (a) no knowledge of machine code is required, and (b) there is a helpline available should you get into difficulties. This system produced Tartan Software's Spy Trilogy, and a customised version produced The Gordello Incident and Double Agent. And the nice thing is, you can produce your OWN customised version.

So, if you want to produce adventures with a difference, the place to write to is Tartan Software 61 Bailie Norrie Crescent, Montrose, Angus DD10 9DT. I'm out of space again, so I'll see you next month. Bye!



STANDING PROUD AMONG THE ELITE SUPERHEROES OF THE WORLD ARE THREE FEARLESS INDIVIDUALS. THEIR MISSION: TO MILK THE CHEAPEST OF JOKES FROM THE MOST PREDICTABLE SITUATIONS. THEIR NAME?..



NEXT TIME: Read how THE CREW defeated Kaiser Bill and helped the Brits win WW1

"READING CONNECT CHANGED MY LIFE - IT COULD DO THE SAME FOR YOU!"

"Hello! My name is Nick Alexander. As Managing Director of Virgin Games, I'm an extremely wealthy and successful man these days.

"I want to share the SECRET OF MY SUCCESS with YOU! For a long time I was stuck at the bottom of the ladder, but now those days are gone. And I owe it all to SU! I started at Virgin the other week as a cleaner. They used to get me to hoover up the inlay cards of the "spare" games. The job didn't pay especially well, so I moonlighted on a building site at lunchtime. It was a trying time and even with my second job I was always strapped for cash.

"From the start I knew I had the talent to rise to the very top of the organisation, but I just didn't have all the necessary facts at my fingertips. And I used to spend all my spare cash on games, so I was always broke.

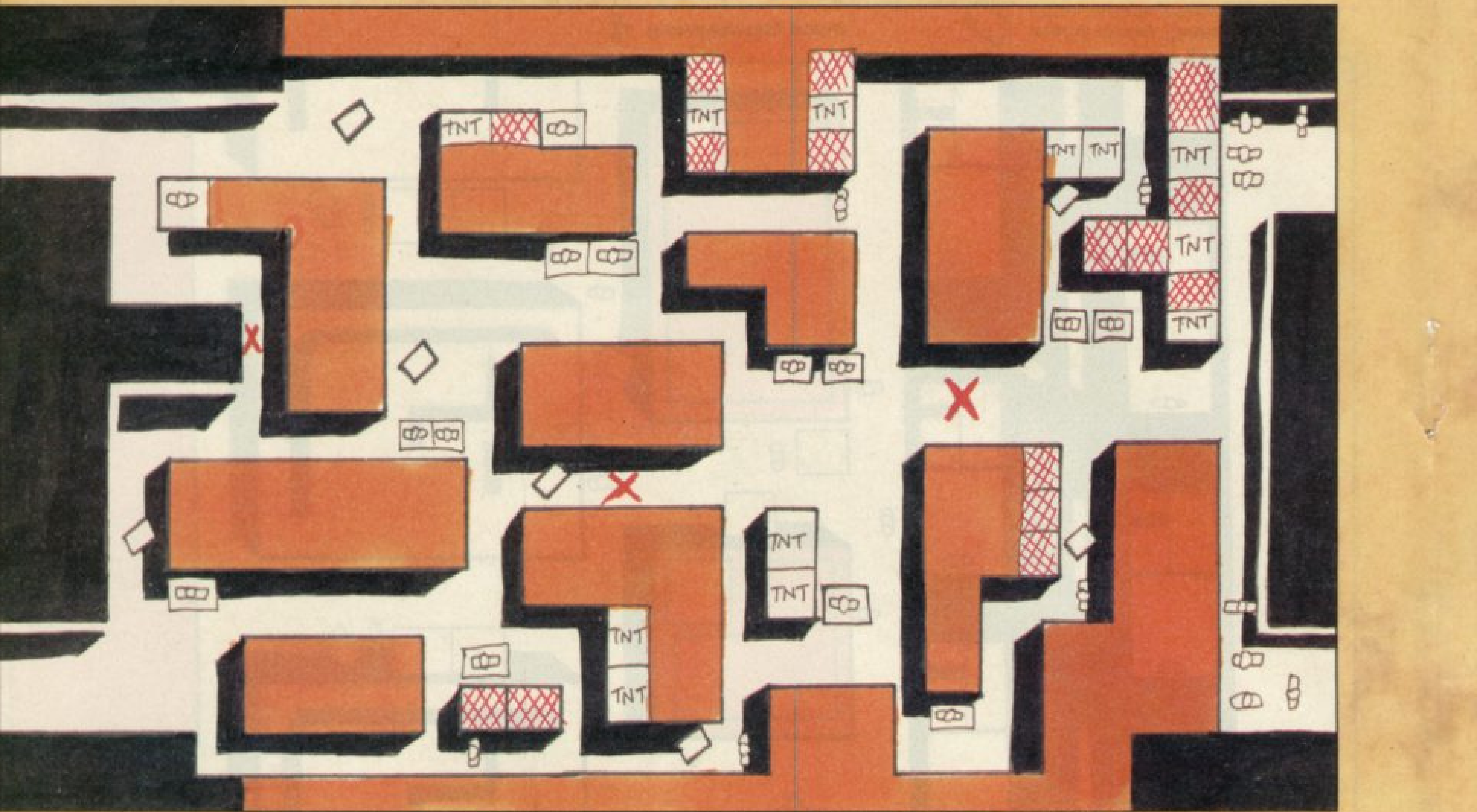


"Then SU (my fave mag, by the way) started printing it's Connect section. My prayers had been answered! There were pages of letters, readers' reviews, an adventure section and two pages of money off coupons - every month! Now I could keep up with the thoughts of today's gamesplayers, get help on my adventure games AND buy the best games cheap!

"Using Connect regularly, I quickly rose to the top of the company, and having been rolling in cash ever since. HONESTLY THIS IS NO GIMMICK! Connect can do the same for you!

"Now I'm happy, I want others to share my prosperity. So don't delay - order your copy today!"

So, the choice in simple. Either buy SU and read the Connect section every month, become rich and famous and great (like Nick) OR be a right sod.



LEVEL 2 THE MINES

So the total score would be:

Multiplier (1) x Horiz. Blue Klax + Horizontal Magenta Klax + (2 x Diagonal Magenta Klaxes + (2 x Vertical Magenta Klax))))

In numbers this works out.as:

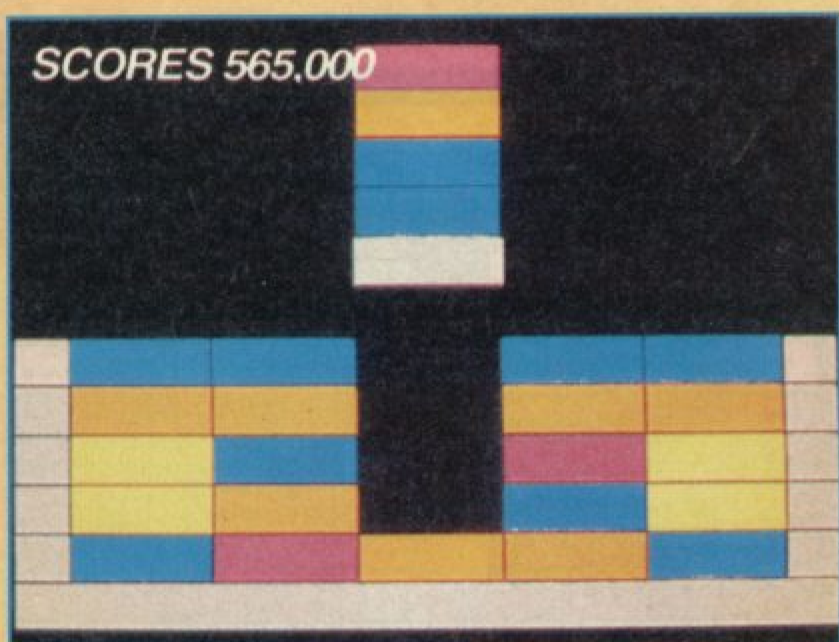
(1 x 1,000) + (6 x (1,000 + (2 x 5,000) + 2 x 10,000))))

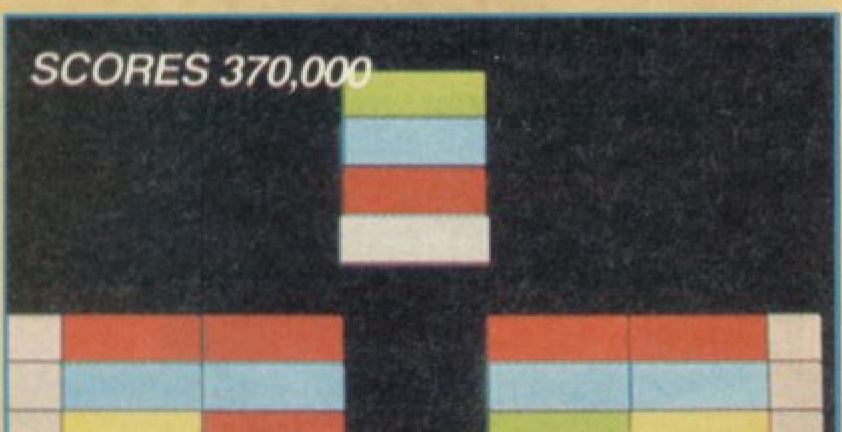
= 1,000 + 6 x 31,000

= 187,000!

Not bad eh? So you can see what effect the Multiplier will have on your scores. Nine is limit to the number of multipliers you can have but there's really few times that this will cause you any problems.

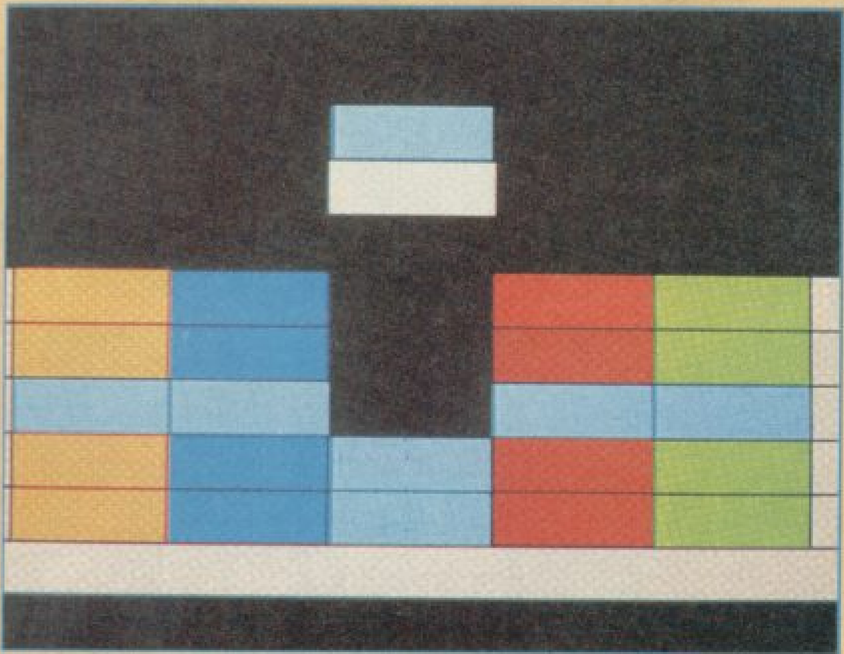
Okay, so that's the multiplier but here follows some of the set moves that once you master, will have you scoring trillions of points and the envy of all your friends.





LEVEL ONE

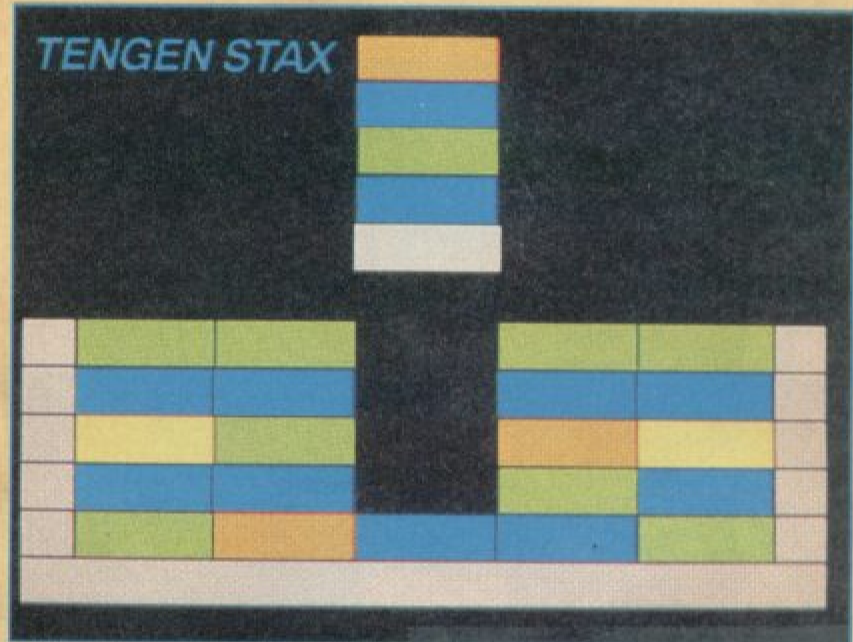
Is the easiest - or is it? It's easy to do but one of the hardest to do well, as it's possible to get one of the highest scores imaginable if you know what you're doing. Oh, a little bit of luck wouldn't go amiss either. There are only four colours of tiles on this level and from this there are diagrams showing how to score up to 720,000 - but this is sooo difficult as to be (almost) impossible.



RAIN'S REVENGE
720,000

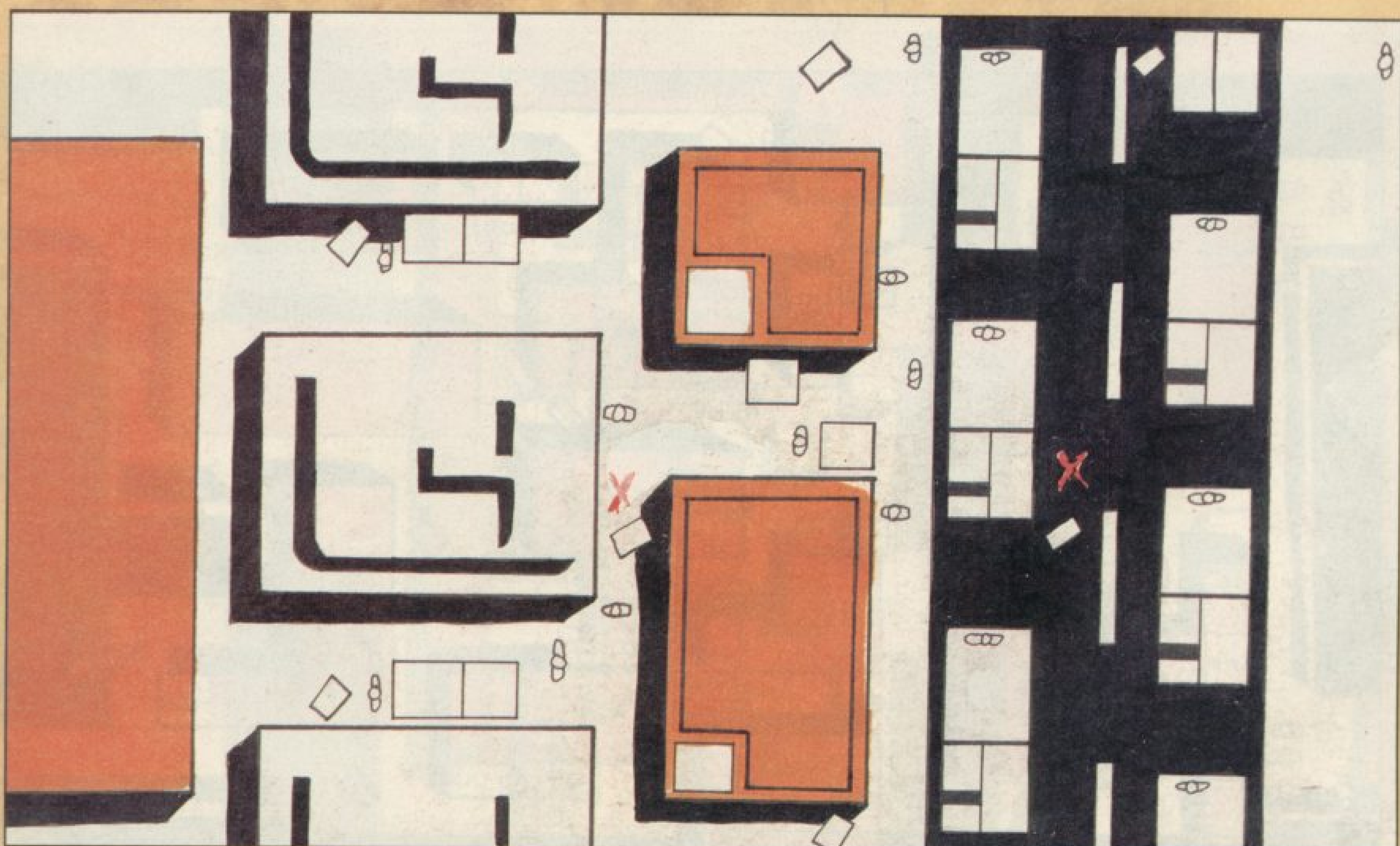
LEVEL TWO

This level has what has become known as the Tengen Stax 'cos it's the Tengen guys who discovered it. It's the ultimate pattern for vertical 4 Klax stax.



NOT SO FAST

It will more than likely be neccessary to use a Klax in order to get rid of some unwanted tiles. Beware! If you make two Klaxes, you cannot then drop the rest of the tiles on the paddle in order to get the big score as the third Klax will finish that level. Also, remember to drop the tiles quickly, as they must be down before the first Klax finishes scoring in order for the scoring delay to work.



LEVEL 1
BARRACKS AND MAIN GATE

Guard starting points

Bomb dropping points.

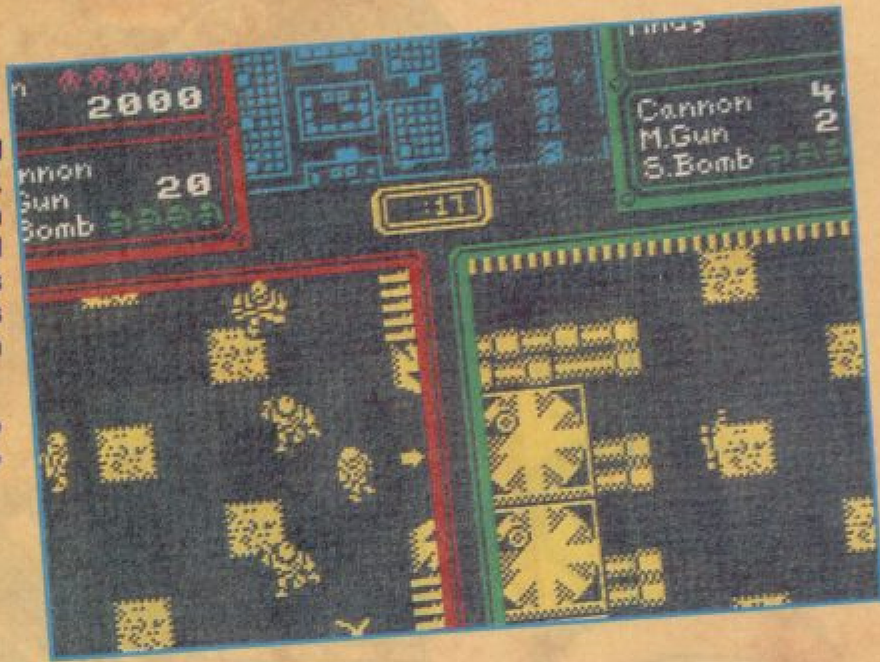
Ammo boxes. These contain either bullets, rockets or smart boms.

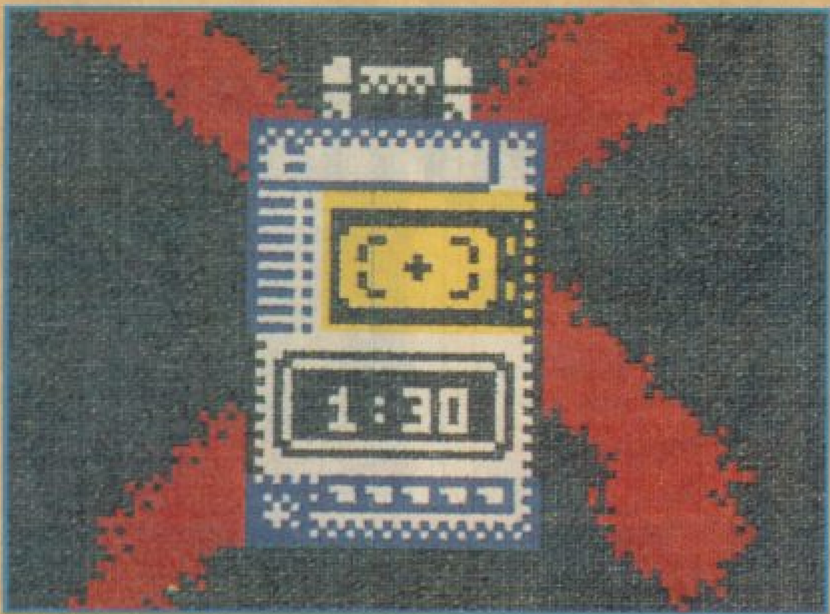
PLAYING TIPS

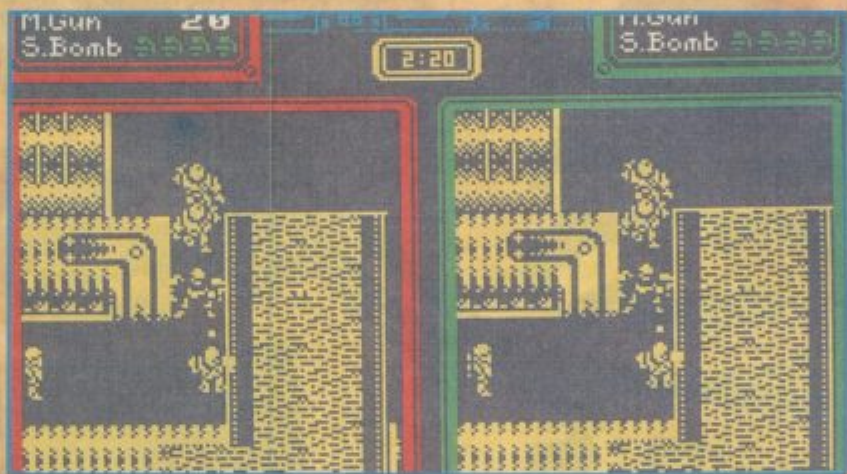
Ammo

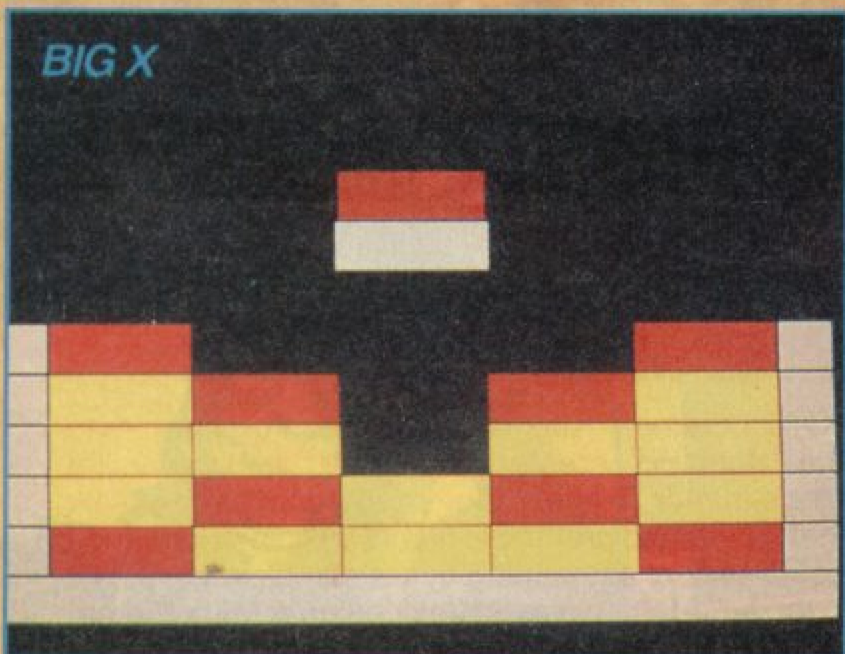
Ben and Andy, start off the mission with machine guns and a devestatig knowledge and ability of unarmed combat. The latter proves useful if they run out of ammo which is in short supply, but lucklily there are cases scattered around each level. Some contain bullets and others have rockets which automatically take preceedence over bullets but it's the smart bombs that, once activated by a long squeeze on the fire button, destroy all guards on screen.

You can also shoot several guards with one quick squeeze of the trigger but this can only be achieved when you are using rockets.







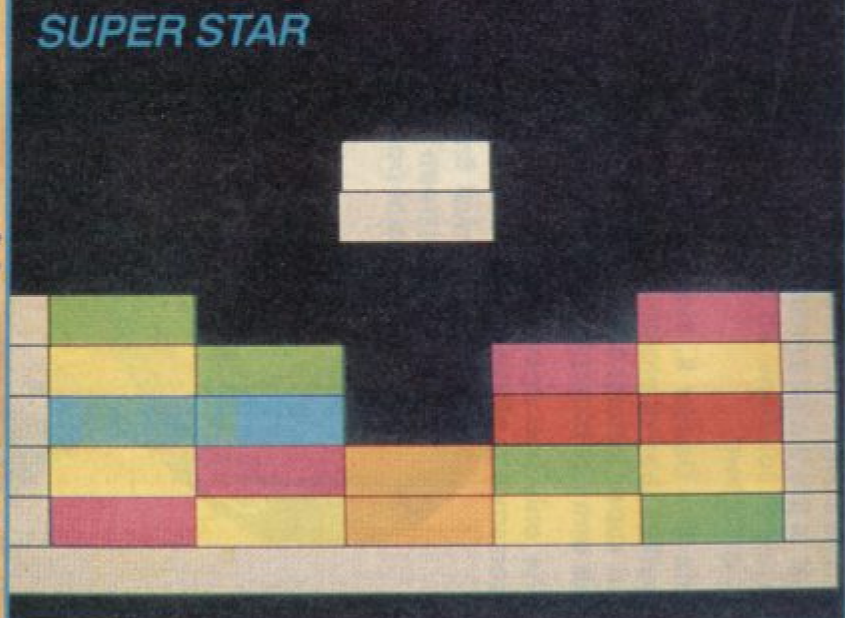

BIG X

LEVEL 5

Just surviving this level should keep you busy. Just build vertical stacks and get through to the select screen where you should warp to level 11.

LEVELS 11 and 56

Both these levels should include a Super Star pattern as shown. The biggest problem with this however, is getting a wild card on the paddle to drop as shown by the white colour in this example.


SUPER STAR

LEVEL THREE

This is a diagonal wave and the best diagonal you can have is the BIG X where the yellow blocks (still) represent any colour.

LEVEL FOUR

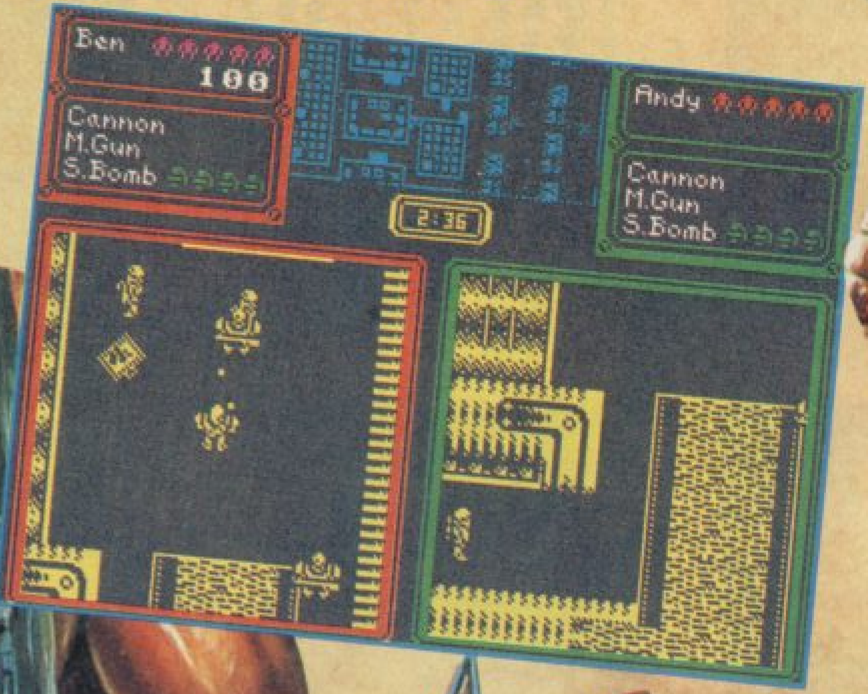
Similar to level two, level four introduces more colours to make it even tougher but it's also a Points Wave - meaning that any points scored over the 10,000 needed to complete the level are DOUBLED as the bonus. so the TENGEN STAX which is worth 200,000 normally is now worth 390,000 with the bonus.

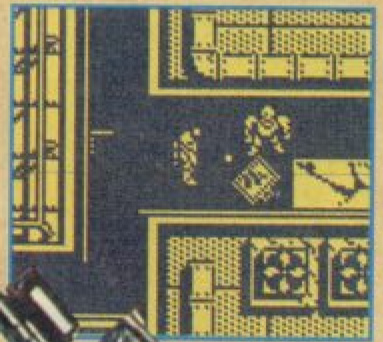
CRACKDOWN

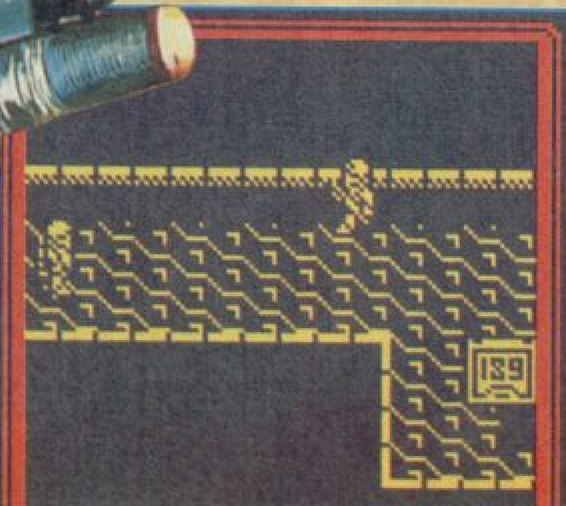
Crackdown. You've all heard of the game and you saw it first in SU. We're printing all of the maps in this and the next issue of Solutions. So for now, here's were we crack open, Crackdown.

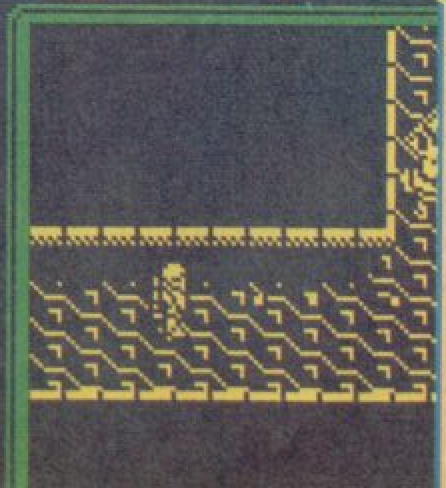
The evil Doctor K, that warped genius, is not several jam butties short of picnic. He's just plain mean and deep inside his super fortress he's planning to take over the world with his army of biologically engineered replicants.

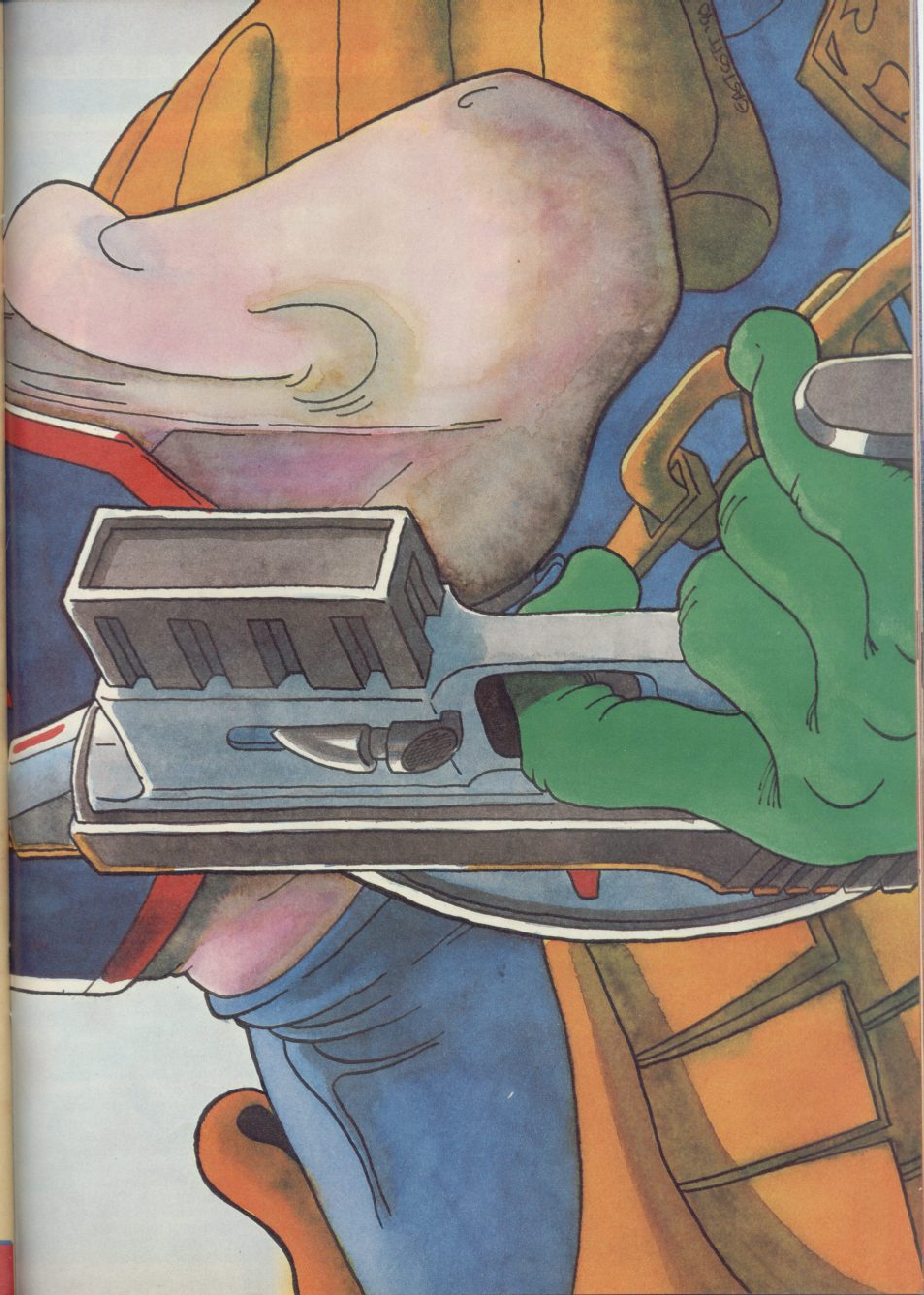
The only two operatives in the Government's arsenal that can save us all are Ben Breaker and Andy Attacker and they must first penentrate the fortress and destroy each of the sixteen levels by planting bombs at each of the 'X marks the spot positions before making good their escape.











COIN OPS

And by golly, it's a bit, errrr, as they say, different. The graphic style is the first thing that hits you - hard. It's very cartoon-like, but with a hard feel to it. I like the look - many won't. It's a one or two player game where you (or you plus a friend) move through a series of heists, where you have to grab all the loot in the building (Bank, Casino, etc) and then leave via the roof.

Bonanza Brothers - Sega



Another game for the System 24 Sega unit, the one that has got Crackdown on it right now.

The Security guards will try and stop you, as will just about everyone else, but they're a bit thick and if you hide in the right places, they're so unobservant and forgetful, you can dodge behind them. Less mainstream than Crackdown, it'll be interesting to see if this title is successful. If you like the kind of game where timing and planning are paramount, rather than sheer speed of reaction, the Bonanza Brothers is for you. Otherwise, my advice is to give it a miss.

Addict Factor 76





World Cup Finals

Just in time for us all to be bored stiff by footie, out comes World Cup Finals from Leyland Corp. Ummmm, well, it's a football game, right? Thing is - and this makes it halfway interesting, it's a four player extravaganza. If you and a few mates get around it, chances are you'll have a great time. As a one or two player game - it doesn't quite make the grade.

Addict Factor 74



Moonwalker - Sega

Micheal Jackson is Bad. And computer tie-ins to his movies, well, they've been downright appalling. Nope, Moonwalker the home computer game was not US Gold's finest hour by quite a long way. And if you've seen it, neither is Sega's digital interpretation of the film on Genesis either. So it was with some trepidation, a dark blue shirt, a runny nose and a pint of lager that we approached Moonwalker the coin-op. And the news is that - It's great! As far as the basic concept goes - supplied they say by Mr Jackson himself - It's a bit ordinary, seeming rather like Escape from the Planet of the Robot Monsters. That is, it's an isometric shooter, within which your task as a sprite clone of Micheal himself is to rescue trapped kiddies, giving the enemies a good zapping while you're at it. But it's the graphics, sound and neat touches of gameplay that make Moonwalker a real winner.

This is the time of year when the manufacturers get out the Big Guns for the Summer hols - but are they going to be firing bullets or blanks....SU (Count 'uz) tells you - and how



First of all the sound. Extensive use is made of those expensive copyright waveforms - with a whole lot of music from Thriller and Bad. Seeing as these were both mega-mega hits on audio formats, for good reason, it's fair to say that this adds considerably to the game, with you tapping your feet to the music and generally feeling boppy. You've also got the shrieks, voice, singing and yells of Our Hero - which you may or may not like. The graphics are excellently drawn and really capture the moody feeling of the film - if you ever saw it, Moonwalker the movie was strong on visuals and sound and poor on just about everything else. The same mistake hasn't been made with the game. The playability is excellent, with the moves of the waves of enemies seeming to be choreographed. It feels just like being in a video. Add to this the hilarity of touches like the smart bomb that puts a spotlight on you and has you jiving away to 'Bad' - along with all the enemies on screen. And at the end of the 6 or 7 second sample - they all blow up! Your chimp Bubbles also acts as a power-up when you catch him - turning you into a Robot for a stage or so.





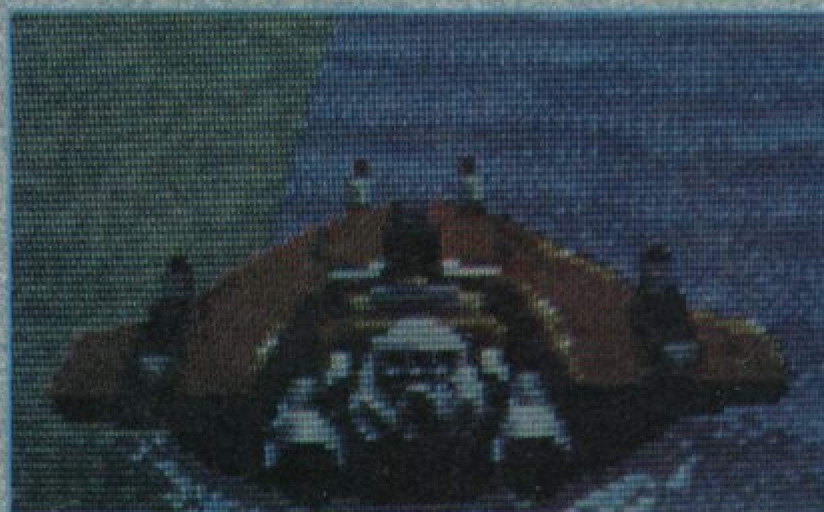
A really fun game - it's highly likely that you'll want to play Moonwalker quite a bit. It's not too difficult either, so you should get a good run for your money. Go, go, go - (singing in high voice) Ouch!

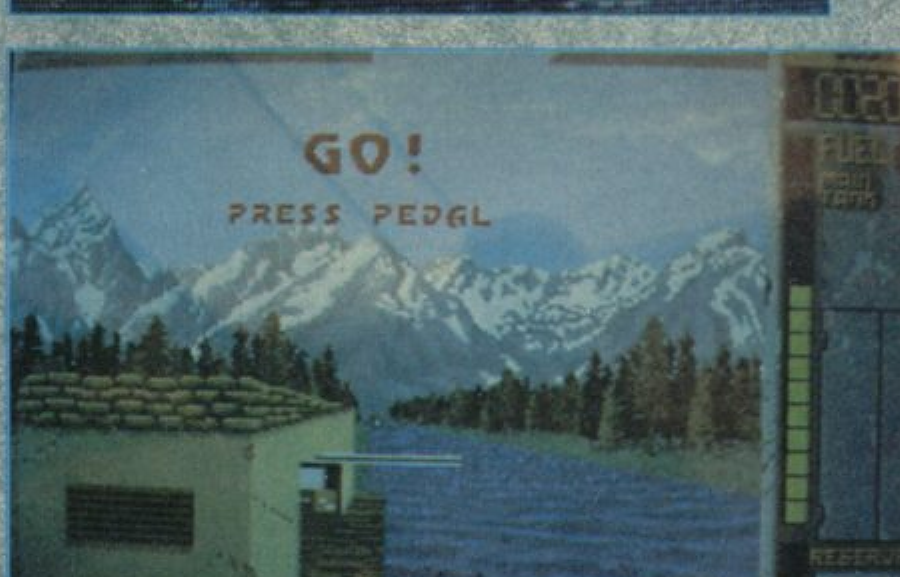
Addict Factor 92

Hydra - Atari Games

OK, so you played Roadblasters. Then you played S.T.U.N. Runner. Now you can play Hydra, which is (we'd guess) Roadblaster 2.5. The scenario is based in the future when, so they say, terrorists rule the skies and waves. Ooo-er. Whatever happened to Britania then? You are a courier who gets the job to carry top secret packages - like mutant viruses and doomsday devices, that kind of stuff - and your codename is Hydra! You have this here powerboat that can zoom up into the air on occasion and you rush at high speed down rivers and along coastlines in order to get the mail through. Terrorists being who they are, do their very best to stop you - and there seem to be an awful lot of them too. What you have to do is blow the tinkers away, don't crash into logs that are floating along the river and while you are at it, collect fuel pods that are, often as not, floating up in the air. Piece of cake. If you are successful in one mission, you get dosh that you can spend on extra weapons that are dropped to you during the next mission. Graphics here are excellent and scrolling is fast and super smooth. It'll certainly remind you of Roadblasters - the gameplay is very similar although a little more sophisticated - and if you enjoyed that, you love this. Despite the major graphics job, however, it might not be a game that grips you. Still, well worth some minor investment.

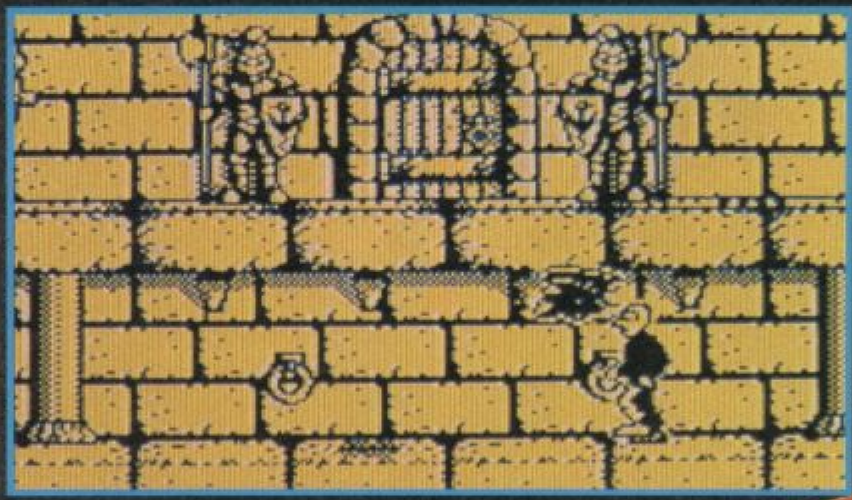
Addict Factor 81





NIGHT HUNTER





Fancy going out for a bite tonight? You will once you've got your fangs into Night Hunter, the game for groovy ghoulies.

In this French horror fantasy epic, Drac's back and you're the blood-sucking beastie yourself. Everyone else is out for the Count - witches, spiders, mummies, all sorts of ghoulies. Your task is to keep your bloodcount up long enough to take over the local village. Fortunately Dracula Towers boasts an endless supply of wandering virgins (in stark contrast to EMAP Towers), and once you spot one all you have to do is grab 'em, put the bite on 'em and leave a tidy pile of bones on the ancestral carpet. The animation in these sequences is great.

Drac can climb stairs and duck under attacks from broomstick-mounted witches. To add to the bloody fun, you can also transform yourself into two other forms with a twist of the joystick. As a towering werewolf you can take on the mummies and other more powerful monsters, battering them with the old one-two of your hairy fists until they collapse. As a bat, you can flutter through the air avoiding the deadly swamps and pitfalls, and make your way into otherwise inaccessible parts of the castle. Three counters at the bottom of the screen indicate how long you can remain in each form before you need a recharge of the red cells.

There are, as you would expect, keys to be found in order to open some of the doors some of these are hidden in

SKATE



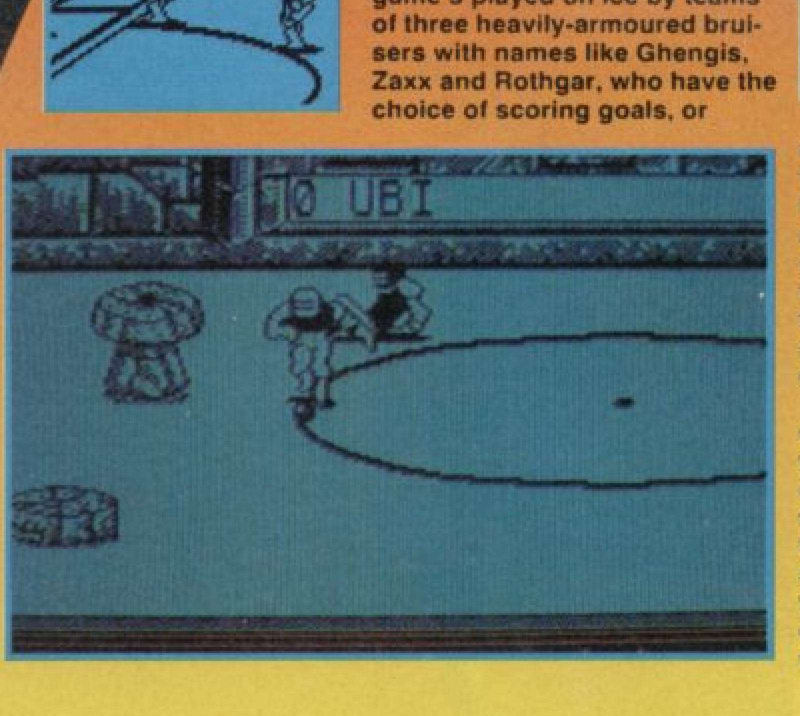
This is more like it! The crunch of bones! The smash of helmet on helmet! The thunggg of the ball in the back of your opponent's teeth! This is a real man's game!

SkateWars has, I think, been out before, or perhaps I'm just confusing it with a couple of similar titles such as SkateBall (a similar side-view format) and Speedball (a top-down version). In each case, the game simulates a cross between football, hockey and mayhem which takes place in the near future.



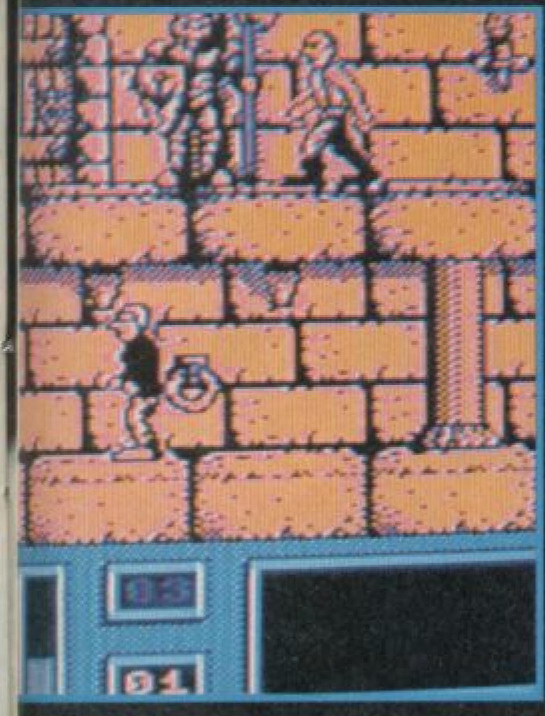
In the case of SkateWars, the game's played on ice by teams of three heavily-armoured bruisers with names like Ghengis, Zaxx and Rothgar, who have the choice of scoring goals, or merely achieving a result by battering their opponents into a heap (one of the players is a reserve who comes on if someone's creamed). The finely-detailed rink is viewed as if from the stands, and the display scrolls smoothly to show the centre of the action.

There are one- and two-player options, and you get to select your three-man team from a choice of ten thugs, each of whom has different characteristics for strength, shooting-skill, speed and reactions. Obviously you want the fastest out front, otherwise you'll never beat the computer to the kick-off. Con-









such as way that you need to be in the correct form to find them. There are also parchments which give you clues to the location of other treasures.

Animation is good throughout, though the flipping between screens is a bit slow. The background graphics are great too - monochrome but finely detailed, showing the towers, staircases, dungeons and battlements of the castle. Flickering torches, suits of armour, manacles, cobwebs and decorated doorways add to the spooky atmosphere, and little touches like scuttling mice complete the eerie ambience.

It's a case of fangs for the memory and all the other awful puns you can think of, but I'd stake my life Night Hunter is going to be a hit.



SCORES

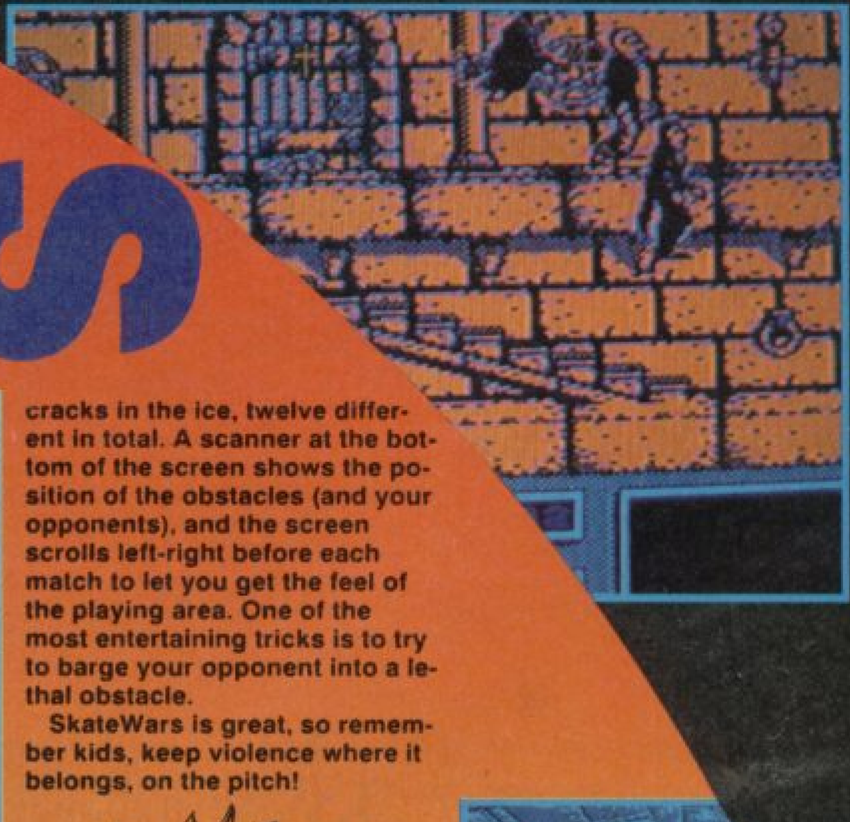
Graphics	87
Sound	65
Playability	89
Lastability	89

OVERALL 89%

Drac's back and that's a fact! Fun and frolics with lots of atmosphere.

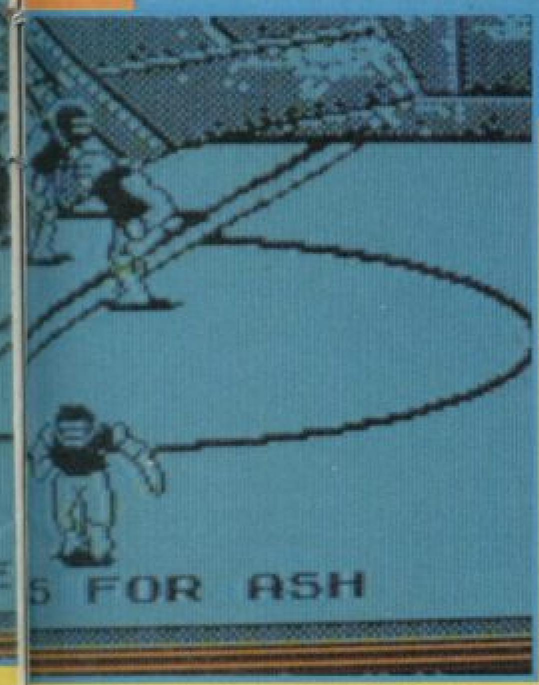
Label: Ubisoft Price: £8.99

CHRIS JENKINS



EWARs





trol switches automatically to the player nearest the ball, including of course your goalie.

The main trick is to knock your enemy off his feet without going over yourself; the collisions are well animated and you can pull off some spectacular tackles and saves.

It's difficult enough to beat the computer on level 1, but there are 50 levels to complete, each of which consists of a first-to-five match. By the end you'd have to be a real John Barnes to win (or even a good player).

To make the game complete, each level includes a number of different obstacles; mines, bobbing towers, spikey stakes, cracks in the ice, twelve different in total. A scanner at the bottom of the screen shows the position of the obstacles (and your opponents), and the screen scrolls left-right before each match to let you get the feel of the playing area. One of the most entertaining tricks is to try to barge your opponent into a lethal obstacle.

SkateWars is great, so remember kids, keep violence where it belongs, on the pitch!

SINCLAIR USER CLASSIC



SCORES

Graphics	78
Sound	56
Playability	94
Lastability	89

OVERALL 90%

Boffo future sport sim with neat graphics and trez mucho violenza!

Label: Ubisoft Price: £8.99

CHRIS JENKINS

BUY ONE BACK ISSUE OF SU FOR £1.75 AND WIN £20

(AND A T-SHIRT AND A BADGE AND SOME SOFTWARE A

We all have lapses of judgement now and again. Perhaps you decided to "forget" your homework one time too many and got a seeing to from Stern The Slipper in the Head's office. Perhaps you loaned your mate your UltraWaggler joystick and he stuffed it by playing Daley Thompson's Decathlon for a whole weekend.

Or maybe you decided not to buy that issue of Sinclair User. The one with those tips you thought you didn't need. The one with the maps you thought you could do without. Maybe you didn't plan on buying a game that month, so our excellent reviews didn't interest you. Or maybe you made the mistake of going on holiday and missing the publication date, and discovered that all the issues had sold out when you returned.

What we're trying to say is; it's okay. Everyone makes mistakes, and here's your chance to rectify any little slips you may have made recently. From our deepest vaults in Peterborough, we've culled a - limited - set of last year's issues. Each comes with a scorching Megatape full of whopper programs guaranteed to send you barmy with excitement, and all for the measly price of..

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THE MAGS:

They're a lovely looking lot, aren't they? So to help you choose which to go for, we've selected some highlights of each issue.



Jan 89: Ninja Xmas Special! Reviews of Rambo III, Robocop, Dragon Ninja, Double Dragon. Top Coin-ops of 88. MEGATAPE 11: BEACH HEAD 1 + 2 FULL GAMES, CIRCUS CIRCUS DEMO, POKES!



Feb 89: The Aliens Are Coming! Reviews of Xenon, Last Duel, Tiger Road. First Sam Coupe expose! MEGATAPE 12: BLOP THE COP FULL GAME, XENON DEMO.



Mar 89: Punch-up Special! Reviews of Human Killing machine, Victory Road, H.A.T.E. MEGATAPE 13: PHANTOM CLUB FULL GAME, ESCAPE (FULL ADVENTURE)



Apr 89: Arnie Returns! Reviews of Running Man, Run The Gauntlet, Pacland. TIPS: Batman, Op Wolf. MEGATAPE 14: CYCLONE FULL GAME, PORTALS FULL ADVENTURE, CAPTAIN BLOOD DEMO.



May 89: Footy Special! MEGATAPE 15: PREMIER LEAGUE, COMPLETE FOOTY GAME, BEHIND CLOSED DOORS ADVENTURE. Reviews of Forgotten Worlds, Ghostbusters, Butcher Hill. FREE RENEGADE II POSTER!



Jul 89: Worra Chopper! Reviews of Silkworm, Timescanner, Thunderbirds. Tips for Forgotten Worlds, Run The Gauntlet and R-Type. MEGATAPE 17: JEWELS OF BABYLON FULL GAME, DENIZEN FULL GAME, DIZZY DICE FULL GAME!

Oct 89: Hot Lead Special! Reviews of Cabal, Strider, Batman. Tips for Indy, Strider. FREE MR HELI POSTER. MEGATAPE 20: DOUBLE TAKE FULL GAME. CABAL DEMO.



Nov 89: Untouchable! Review of Ocean's movie classic. Tips for Dynamite Dux. TWO AMAZING FREE TAPES: MEGATAPE 21- UNTOUCHABLES DEMO, POKES. AUDIO TAPE: 6 GREAT COIN-OP SOUNDTRACKS!



Dec 89: Spooky Special! FREE GHOSTBUSTERS BADGE! Reviews of Ghostbusters II, Spherical, Myth. FREE MYTH POSTER! Tips on Spooked, New Zealand Story, Treasure Island Dizzy. MEGATAPE 22: OPERATION THUNDERBOLT PLAYABLE DEMO



Jan 90: Motor Madness Issue: Reviews of Chase H.Q. Turbo Outrun, Hard Driving. SAM COUPE PULL OUT! Tips for Continental Circus, Stunt Car, Power Drift. MEGATAPE 23: NIGHTMARE RALLY FULL GAME, CHASE H.Q. Demo.

00

ND A FREE SUBSCRIPTION - phew)



Aug 89: Fantasy Theme Issue: Reviews of Lone Wolf, LIGHTGUN GAMES. Tips for Stormlord, Renegade III. FREE BLOODWYCH POSTER! MEGATAPE 18: SEVEN PARCHMENTS ADVENTURE, INDIANA JONES DEMO.



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Jun 89: Arnie Returns! Reviews of Red Heat, 3D Pool. FREE GIANT SILKWORM POSTER! Renegade III tips, MEGATAPE 16: IRON SOLDIER FULL GAME, TASK FORCE DEMO



Sep 89: Comic Heroes! Reviews of Dynamite Dix, Indiana Jones, Starglider II. Tips on Mr Hell. FREE INDIANA JONES POSTER! MEGATAPE 19: MAILSTROM FULL GAME, BATMAN DEMO.

Dear Captain Subs, Not only am I a thoroughly skill person, and ruddy sexy with it, I'd like the following back issues, please. So hurry up and send them to me!

Circle appropriate issues.

1989

Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec

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REVIEW

SUPER TRUX

Imagine driving 30 tons of truck around 9 different cities fun eh? Not in this game it isn't. Your truck doesn't even look 30 tonnes and its smaller than all the other trucks and they only look about seven stone. This is another of Elite's re-releases from 1988 and why anybody would have bought this when it was at full price baffles me.

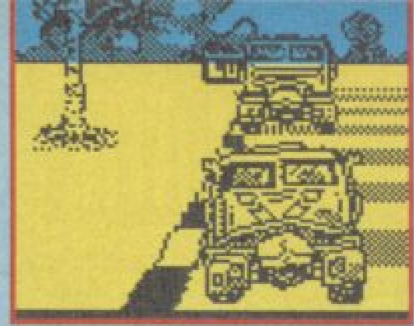
It has got that please just one more go appeal to it. And it has a good degree of difficulty to it so you get just that little bit further each time you play it. But while all the basics are included; opponents to race, crashes, time limits, even different backdrops, Super Trux is simply a bit rough around the edges.

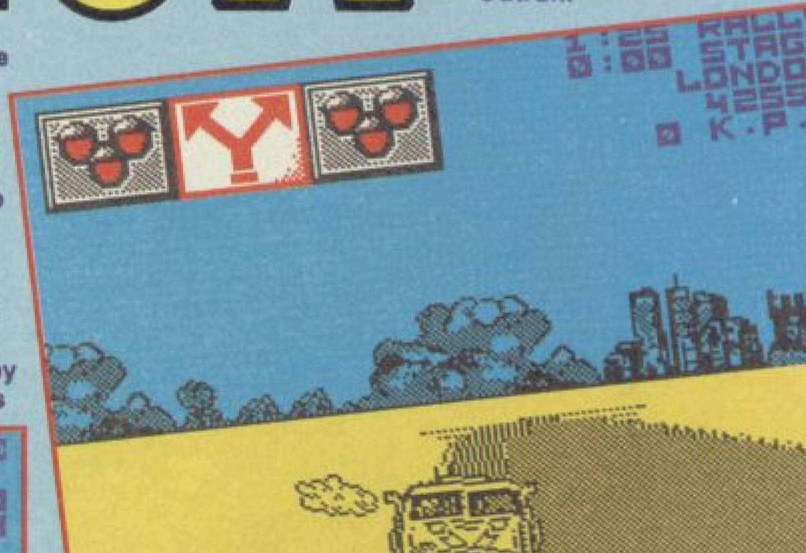
The other trucks in the race seem to be completely blind to the fact that you are on the same road as them. If you crash into them your speed (0-125 kph!) goes down rapidily, this also happens of you bump into any of the roadside signs like Dunlop bridges or BMW signs. But the way it scrolls up and down hills is quite a nice touch and there is a useful box in the top right hand corner telling you what hazard is coming up.

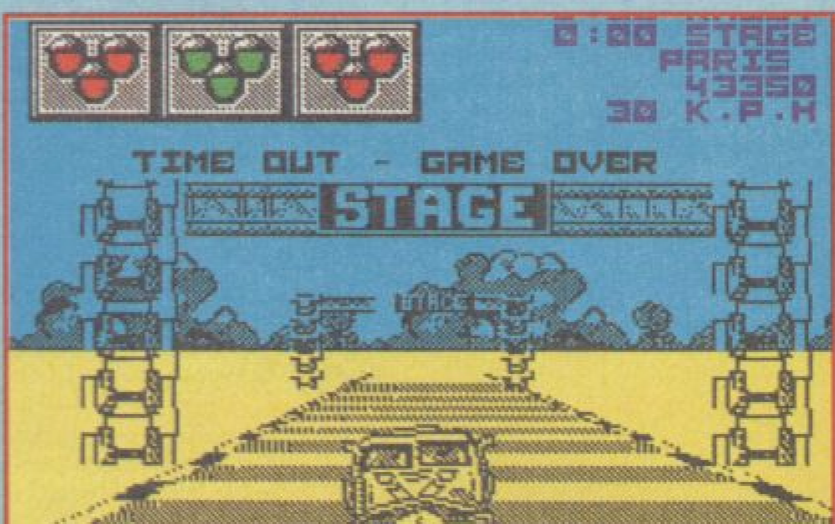
Unfortunately the controls are very unresponsive - especially on joystick - so its better to play with keys which are redefinable but even they are a bit dodgy. You do get the impression of speed quite well but the scrolling goes to pieces on the corners and the juction screen-flip is less than elegant.

Monochrome is the order of the day; the background (and everything else) are either yellow, green, pink (?) or blue. At least it varies each stage and by turning left or right at junctions you can visit different cities (Necessitating a new-load on 48K machines). Unfortunatly sound is practically non-existant which is a shame. Even the engine noise doesn't really liven things up.

Super Trux is fine, but utterly uninspiring. The novelty value of driving big trucks instead of cars/bikes doesn't last long (they're just bigger objects). There are plenty of driving games offering more fun. Personally, I'd rather spend the extra £6 on Chase H.Q or Turbo Outrun.







&*!$%! Missed the stage-up by half-a-second...again. But the clock knows no mercy.

SCORES

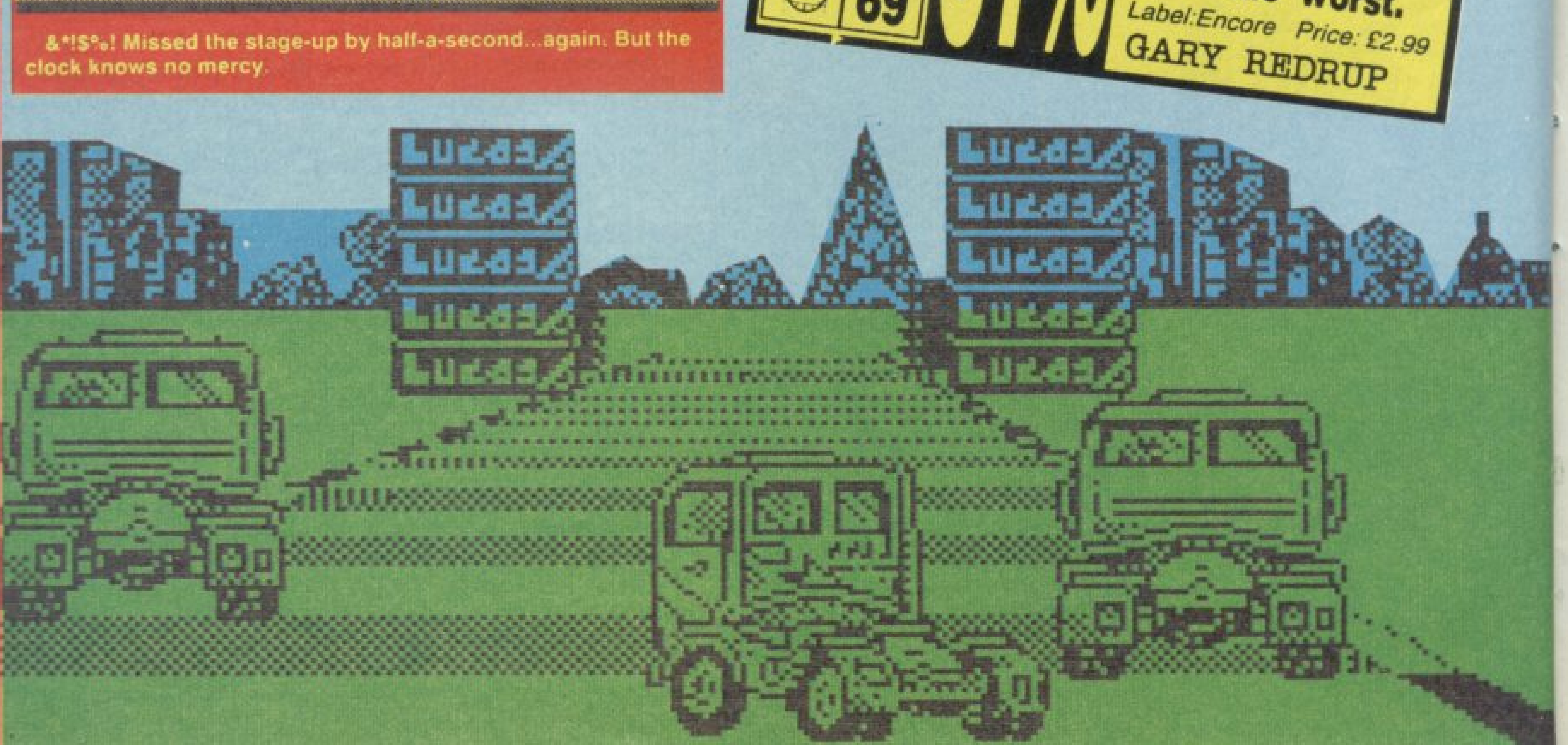
Graphics	56
Sound	10
Playability	51
Lastability	69

OVERALL 61%

Certainly not the best race game on the market, but far from the worst.

Label:Encore Price: £2.99

GARY REDRUP



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NEW VIDEOS

THE TROUBLE WITH SPIES

Label: VESTRON Rental release: 20th June]

Oh dearie me. Donald Sutherland hasn't had any really juicy parts since Lock Up with Sylvester Stallone when his acting skills were tested to destruction (much like his bum muscles). Alas, in this unspectacular spy spoof, there isn't aren't any juicy bits either. Sutherland plays the part of an incompetent and expendable MI5 agent Appleton Porter, sent on a mission by his boss, the inimitable Robert Morely, to Ibiza to solve the mystery disappearance of his predessesor. He evades several assassination attempts in the course of a spectacularly flat plot for everything to come together at the end of the film.

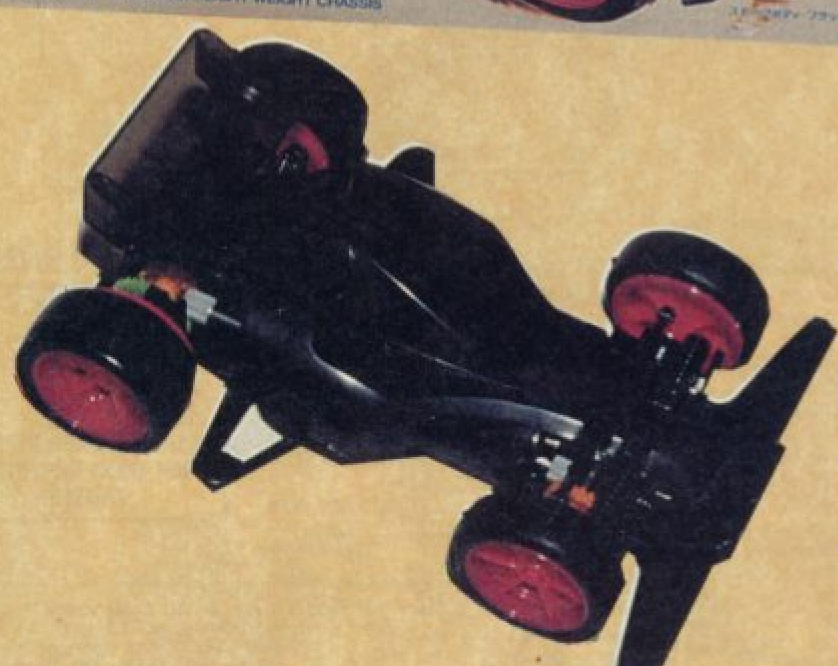
It's a vaguely amusing film, using none of the cast's abilities to good effect, with only Michael Horden playing anything approaching a convincing character.

If you want to be entertained, then this might be worth a look when it hits the £1.00 a night shelves.

RAVE RATE: 1/5







BOOKS

PYRAMIDS - Terry Pratchett

The Discworld series has now gallumphed as far as volume 7, Pyramids. Once again, it's set on the great flat Discworld, carried through space on the back of four elephants standing on the back of the great turtle A'Tuin. Ankh-Morporkian assassin Teppic inherits a run-down desert kingdom and gets into all sorts of zany scrapes... the humour is a mix between Hitch-Hiker's Guide to the Galaxy, Monty Python and Mein Kampf, but if you liked the other six volumes you'll probably be a sucker for this one too. £3.50 from Corgi.

HERO OF DREAMS - Brian Lumley

H.P. Lovecraft's tales of the C'thulhu Mythos were published in pulp magazines of the 30's, but have been endlessly reprinted and imitated ever since. One of the most devoted modern Lovecraftians is Brian Lumley, whose Hero of Dreams is the first of three novels set in Lovecraft's Dreamlands, a dimension parallel to Earth where ghouglies such as Yibb-Tsll and the Gaunts battle for power. Into this nightmare stumbles our hero, who's conveniently called David Hero (Hah!). Stirring supernatural stuff at £2.99 from Headline.

ZOOOOOM!

What's better than a model racer that zooshes around the floor so fast you can't keep your eye on it? Why, a four-wheel-drive version of the same, of course. Tamiya's 1:32 Racing Mini 4WD series features a dozen sleek, sexy, snap-together models powered by miniaturised motors running off two penlight batteries. Complete with rubber tires ("racing slicks", they call them), authentic decals and sprung suspension, the cars have macho names like Falcon, Super Dragon and Dash, and are available from all good toy and model shops for a bargainaceous £4.99.



GERRY ANDERSON - Adam Pirani

Give that man a medal - The Complete Gerry Anderson Episode Guide, to give this volume its full name, is the best ever reference book for fans of Gerry's wonderful puppet and live-action SF series. Adam Pirani has painstakingly researched the plots, cast, and crew lists of all the series from the ancient Twizzle to Supercar, Stingray, Thunderbirds, Captain Scarlet, Joe 90, Space 1999, Terrahawks, and even unseen series like Space Police. The book's full of black-and-white photos and has a colour section at the end, and it's particularly timely now that most of Anderson's classics are being released on budget video from Channel 5. £8.99 from Titan Books - it's F.A.B.!

HUNCHBACK HAIRBALL OF LA

Label: VESTRON Rental Release: June 20th

Phew! Bob's got it bad! Not only is he a disgusting hunchback with a brain the size of a pea and a shoulder inflamation the size of St Paul's Cathedral, but he's also the least funny character in cinema history. Well, perhaps that's a little unfair. Bob is certainly funnier than Corey Parker, who plays the "zany student" character Alex in this updated Notre Dame flick.

Bob (Alan Katz), living in the belfry of the campus clocktower spies Cathy (Alex's girlfriend) and falls head over hunch in lust.

The moment Bob emerges from his lofty hovel, people are trying to beat him to death or put him in a circus. Boo! Cathy, and a well meaning psychology Doc (Tom "Top Gun" Skerritt) decide that if Alex were to live with Bob, the psychology dept. would win a new grant, Alex would pass his final exams and Bob may even be turned into a human being.

Hunchback is like a cross between Teenwolf and E.T. Lots of "look at the weirdo" gags and "oh no he's going to be gassed" tearjerkers. There are some good moments, but it's spoiled by some rather dull set-pieces and an ending as predictable as choccy eggs at Easter.

If you like your comedy nice, simple and laced with pathos it may be worth a look.

RAVE RATE: 2/5



DATEL ELECTRONICS

SPECIAL VALUE PACK



RAM TURBO + QuickShot II VALUE PACK

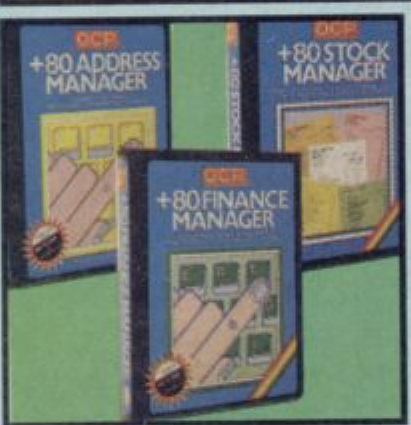
WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Throughport allows for other add-ons.
- Builtin reset switch & power protector.
- Allows simultaneous two player option for dual games (inc. free Supersprint).
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- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
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- Store up to 350 names, addresses & phone numbers.
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- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

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- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY £14.99 (All Microdrive compatible)



OCP TOOLKITS

MASTER TOOLKIT

- Add a whole range of powerful new commands to the existing Spectrum Basic.
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- A real must for the programming beginner.

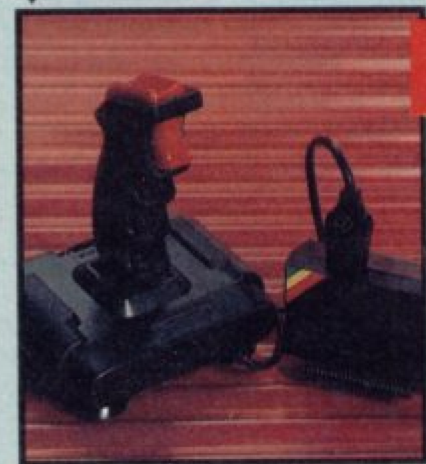
EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full 280 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
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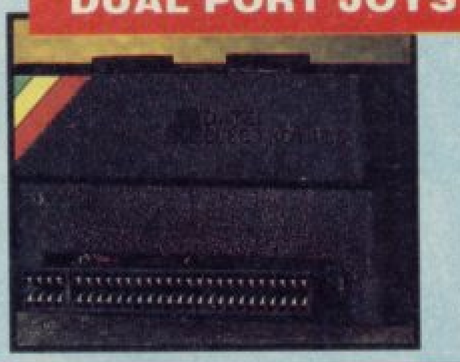
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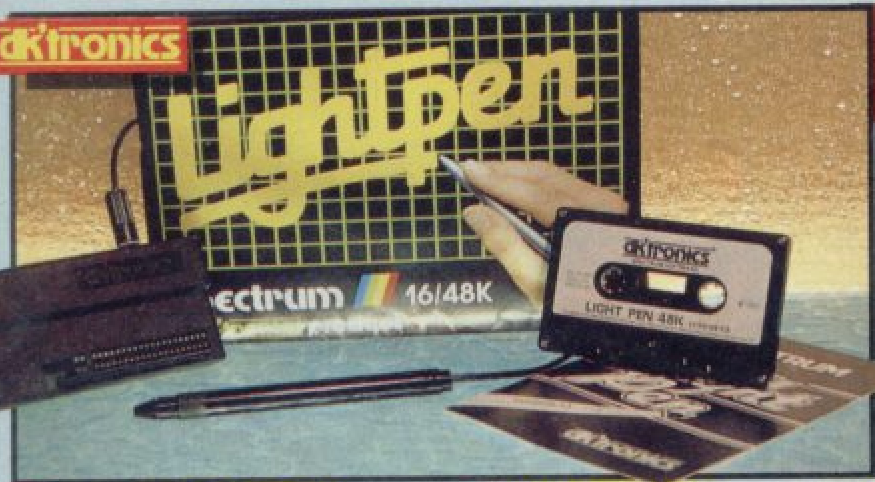
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- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

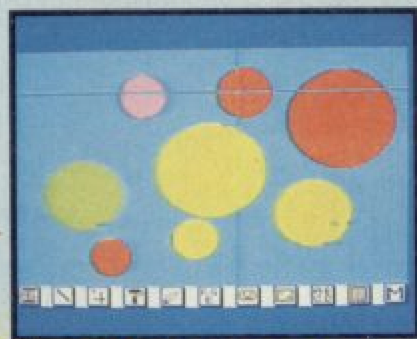
- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
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- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
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JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.

COMPLETE SYSTEM
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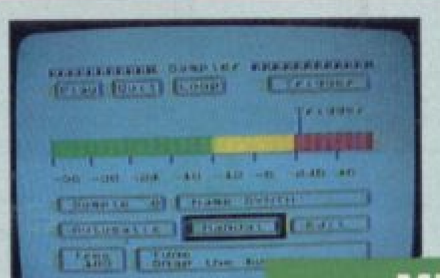
- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
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THE ULTIMATE MIDI PACKAGE...



music machine





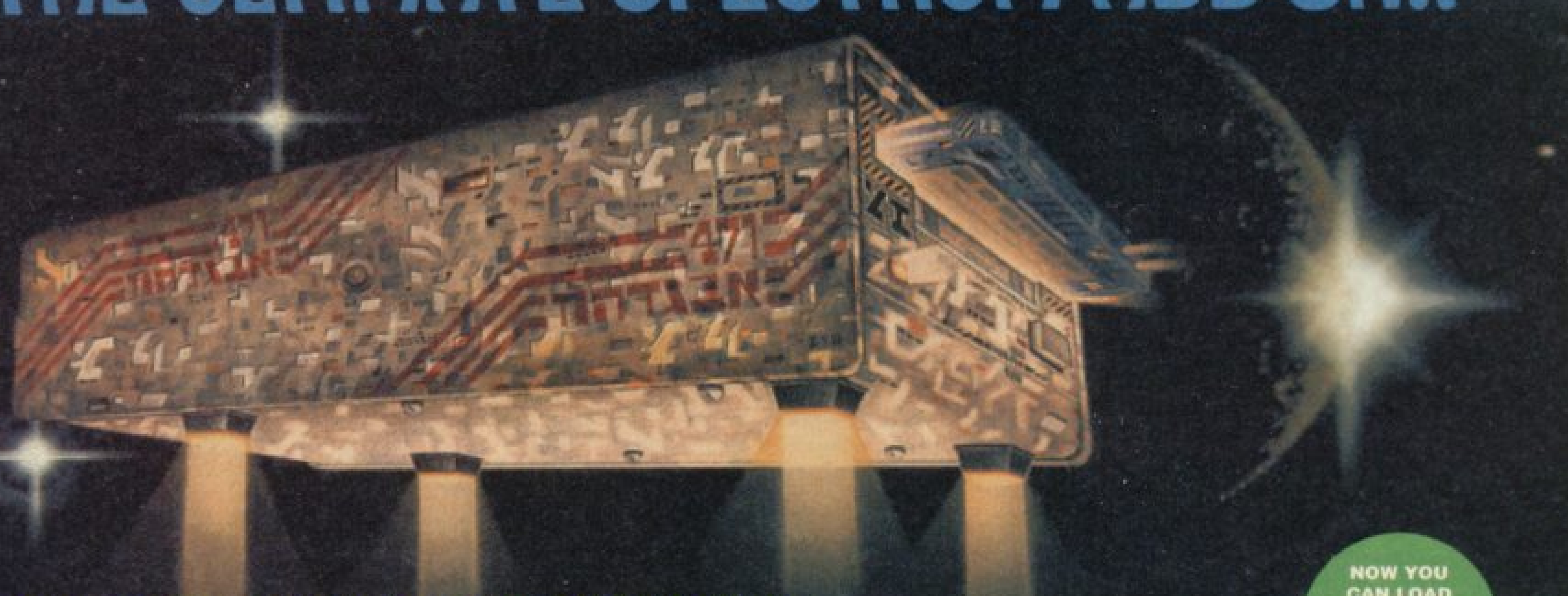
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THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

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NOW YOU CAN LOAD YOUR PROGRAMS FROM DISK IN SECONDS!!

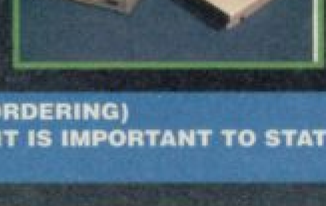
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- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
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- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)



AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING)
NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

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A QUESTION OF SPORT



"Er, and... Ian, can you tell me WHO in the 1914 World Cup scored the equalizing goal for Uraguay?" This is the stuff advanced technology was intended for.

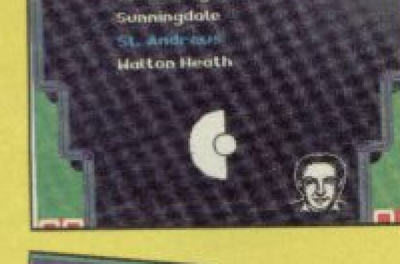
If you're anything other than a sport trivia nut, Elite's three year-old conversion of the BBC TV show will send you round the twist. So - assuming that you're on the whole entertained by being asked who fell off the



asemetric bars during her final twist losing the World Championships for her country - what does a Question of Sport offer?

Well, it's a pretty competent quiz program. There are six sets (loads) of questions, all along the same TV show format. The only section missing is the "who's this, then?" stage; pictures of famous sportspeople's bottoms and ears. Mind you, if you've seen Steve Davis' bum once...

Hosted on the computer as well as the telly by ever-jovial David Coleman, Q.O.S. comprises six rounds. Once you've selected your two team players from a motley crew of sporting stereotypes, it's on with the show. First up is the pictureboard round. A set of twelve numbered pictures pop up and the appropriate team member is asked to plump (wrong show, surely - GS) for a for one. The







numbered picture revolves revealing...an icon! Each icon represents a different sport.

David then proceeds to ask the question and your (rather short) time limit begins to tick away. Fail to answer in time, or give the wrong reply and the question goes to the opposition for a bonus point.

The Mystery personality round comprises ever-more precise descriptions of sporting personalities and then a list of possibles.

Home or Away is about as pure as sport trivia gets. Home questions are easier, but worth less points. Away are worth more but tougher.

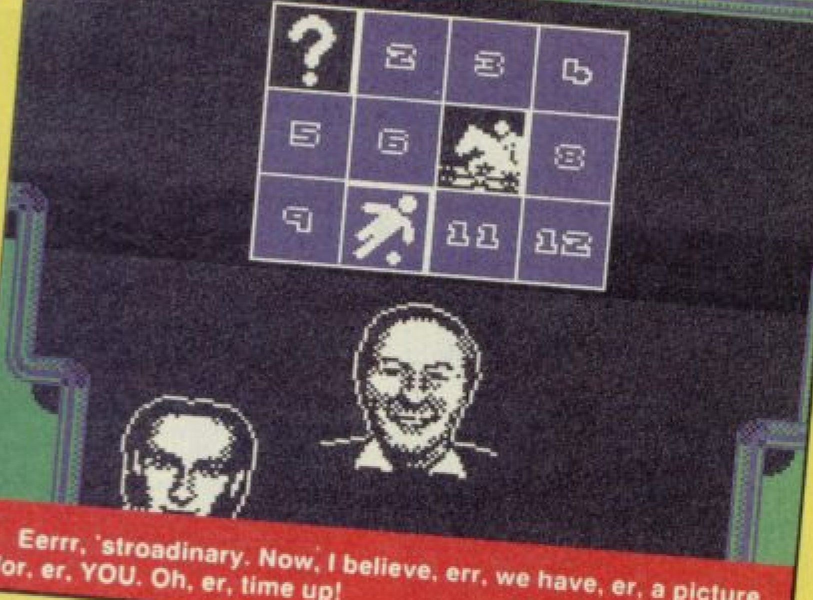
What Happened Next is a bit of a farce. The whole point of the round on TV is that the contestants frankly haven't got a clue what happens next and make extravagant guesses. Technical restrictions have turned the video excerpt from the TV show into a description of events. Once the description has scrolled across the screen, a set of options are presented. Usually the most unlikely is the correct answer.

Following the Quick Fire round (as many questions as you can answer against the clock) it's time for another pictureboard round and -before you know it; it's all over.

There are six lets of questions you can load from tape, so it will take an age to play through the whole game.

Unlike some other trivia games, all the answers are displayed, and you have to make multiple choice selections. Thankfully this avoids the rather ludicrous situation of the machine asking if you answered correctly.

For the fiscal outlay, QOS is really rather good. Lots of opportunities to show off your knowledge (or lack of it). The menus are competently handled and the whole thing hangs together in a satisfactory, rather BBC sort of way.



Eerrr, 'stroadinary. Now, I believe, err, we have, er, a picture for, er, YOU. Oh, er, time up!

SCORES

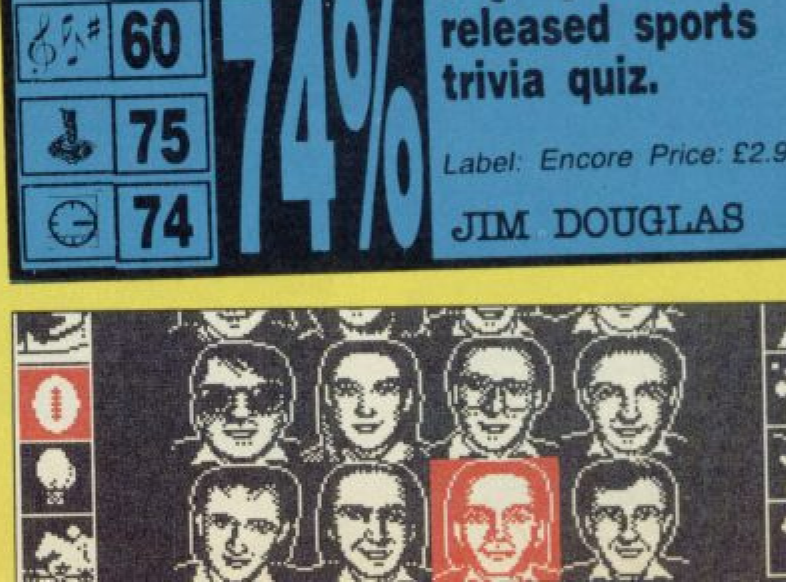
Graphics	70
Sound	60
Playability	75
Lastability	74

OVERALL 74%

Good value (if slightly old) re-released sports trivia quiz.

Label: Encore Price: £2.99

JIM DOUGLAS



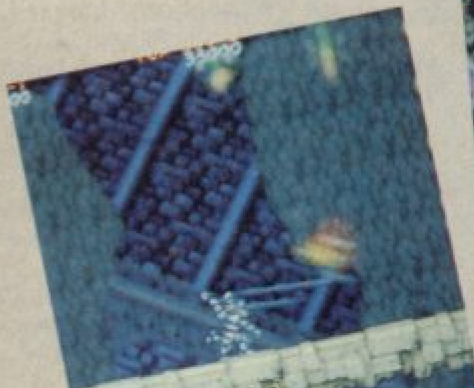
HACKING SQUAD

So what's all this then? Only three (count 'em) pages? Have we been courtmartialed? Dishonourably discharged perhaps? No. We've just given a little room to that other hard mast head from Judge Dredd, ol' JD himself. Of course the 16 pages of Solutions should more than make up for that. Shouldn't it?

Ghouls 'n' Ghosts Tips

Welcome to Part 2 of our special GnG tips jamboree. This time we'll be taking a look at the vertical level with the pink ghosties. Remember, you can use these tips on both Speccy version and Coin-op!





Start. Stay in the middle. Keep firing up to take out the harpies before they reach you.



Shoot out the pink monsters before they're level with you, or they'll shoot out and chop you! Watch the descent of the spikey



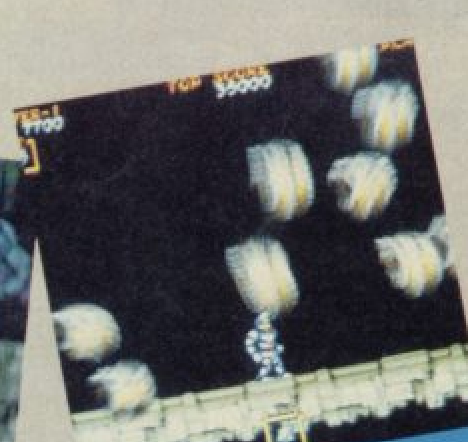
The bad guys' swords will deflect your fire. You've got to hit them in the soft bit.



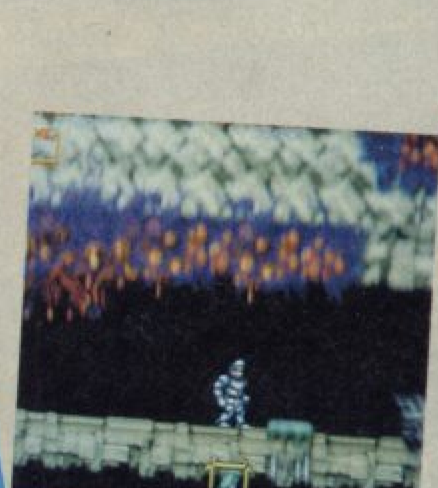
The spinning discs are the best weapon for this level, 'cos they travel faster than anything else and they've got a larger surface area..



Jump left, shoot out the guy above you and then plug the other before he starts to slide. Then run like crazy to the right..



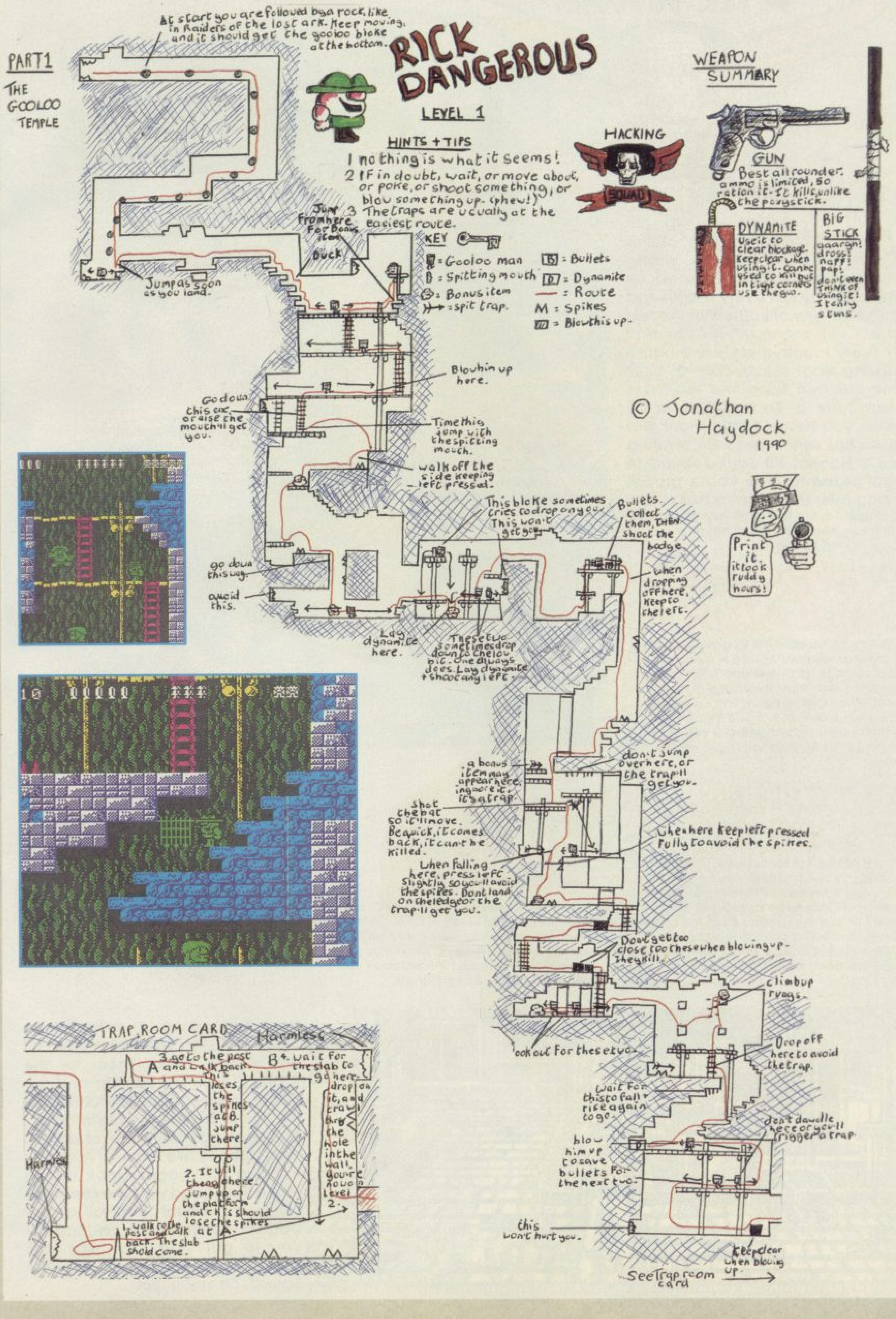
Keep moving! Don't dawdle around killing the baloon monsters, just clear yourself a path and run right..



Here comes the ceiling! Keep running. Slow down to pick anything up, and you'll be as flat as a pancake in no time..



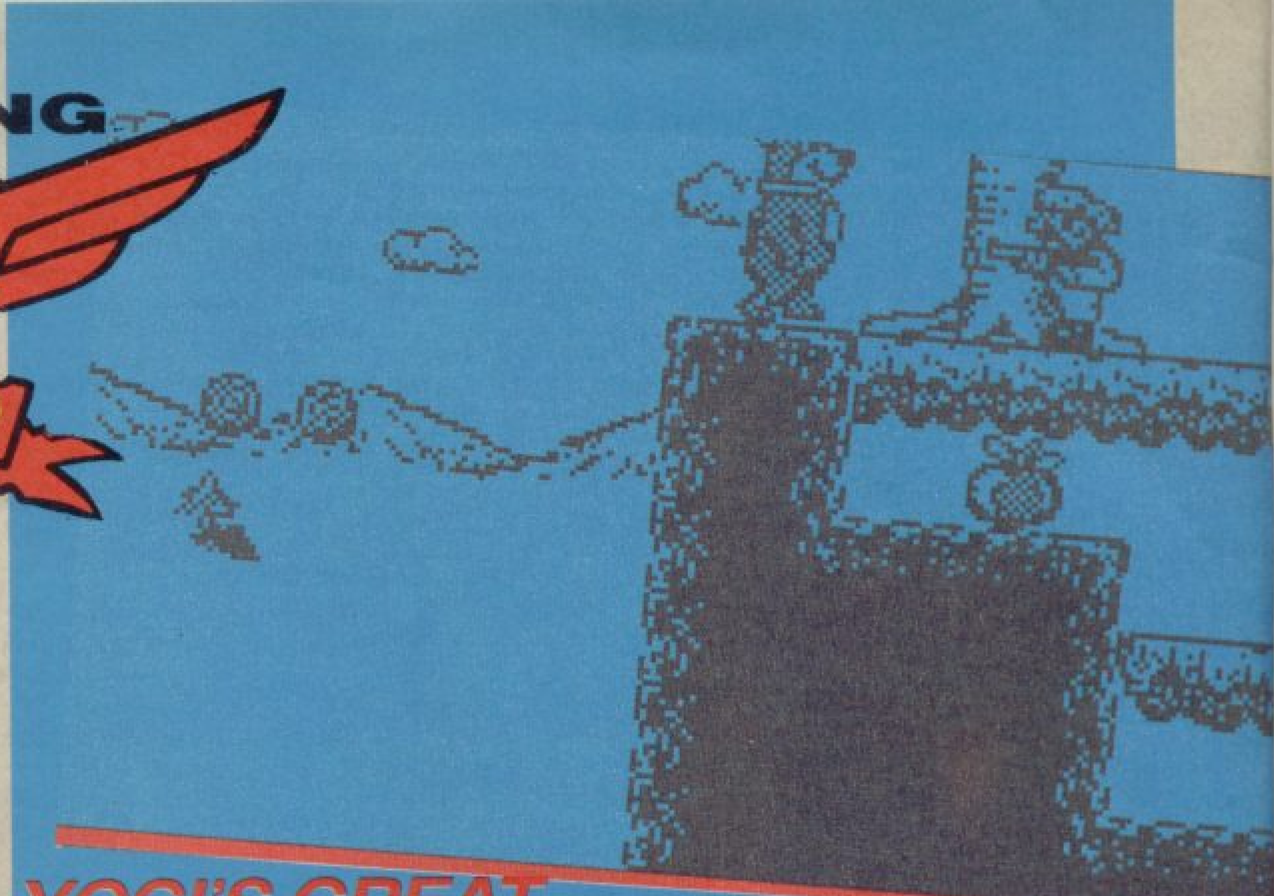
Stay in this position and keep firing, and the cloud will circle round and round, unable to touch you.



RICK DANGEROUS
LEVEL 1
PART 1
THE GOOLOO TEMPLE
At start you are followed by a rock, like in Raiders of the lost ark. Keep moving and it should get the gooloo bloke at the bottom.
HINTS + TIPS
1 nothing is what it seems!
2 If in doubt, wait, or move about, or poke, or shoot something, or blow something up. (phew!)
3 The traps are usually at the easiest route.
KEY
= Gooloo man
= Spitting mouth
= Bonus item
= spit trap.
B = Bullets
D = Dynamite
— = Route
M = Spikes
= Blow this up.
HACKING SQUAD
WEAPON SUMMARY
GUN
Best all rounder. ammo is limited, so ration it. It kills, unlike the poxy stick.
DYNAMITE
Use it to clear blockage. Keep clear when using it. Can be used to kill but in tight corners use the gun.
BIG STICK
aaargh! dross! naff! pap! don't even THINK of using it! It only stuns.
© Jonathan Haydock 1990
Print it. it took ruddy hours!
Jump from here for bonus item
Duck
Jump as soon as you land.
Blow him up here.
Go down this one, or else the mouth'll get you.
Time this jump with the spitting mouth.
walk off the side keeping left pressed.
This bloke sometimes cries to drop on you. This won't get you.
Bullets. collect them, then shoot the bodge.
when dropping off here, keep to the left.
go down this way.
avoid this.
Lay dynamite here.
These two sometimes drop down to the low pit. One always does. Lay dynamite + shoot any left.
a bonus item may appear here. ignore it. it's a trap.
don't jump over here, or the trap'll get you.
Shoot the bat so it'll move. Be quick, it comes back, it can't be killed.
When here keep left pressed fully to avoid the spikes.
When falling here, press left slightly so you'll avoid the spikes. Don't land on the ledge or the trap'll get you.
Don't get too close to these when blowing up. They kill.
climb up ropes.
look out for these two.
Drop off here to avoid the trap.
Wait for this to fall + rise again to go.
don't dawdle here or you'll trigger a trap.
blow him up to save bullets for the next two.
this won't hurt you.
Keep clear when blowing up.
See Trap room card
TRAP ROOM CARD
Harmless
3. go to the post A and walk back. this loses the spikes at B. jump there.
4. wait for the slab to go here. drop on it, and crawl thru the hole in the wall. You're now on level 2.
2. It will then go here. Jump up on the platform and this should lose the spikes
1. walk to the post and walk back. The slab should come.

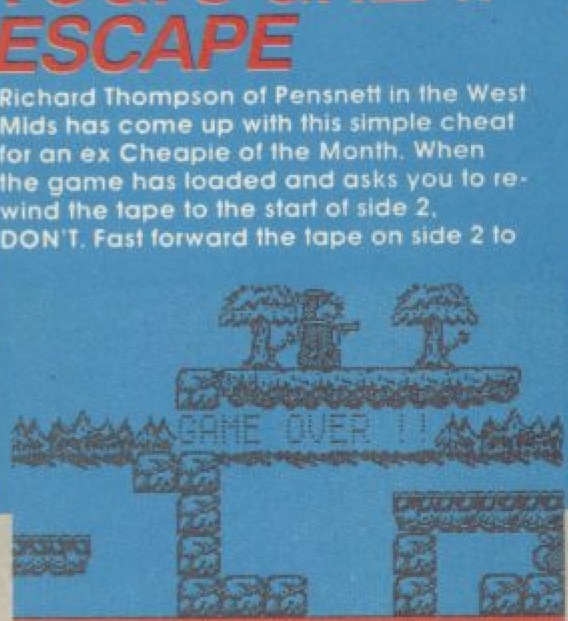
HACKING SQUAD

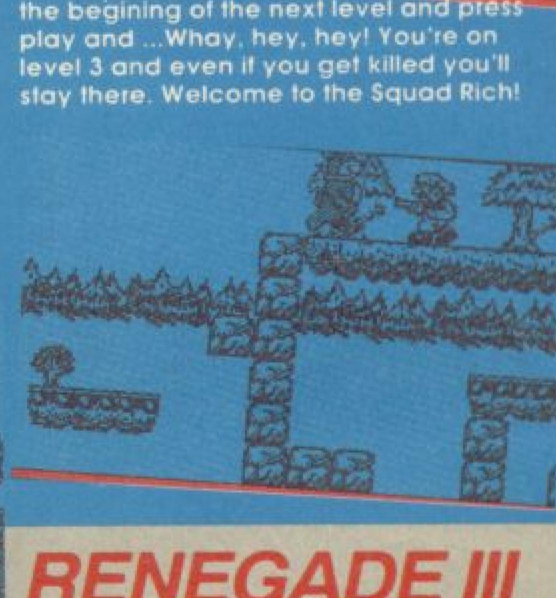
Aren't you a member of the Squad yet? What's wrong then? D'you expect to read all these luverly tips every month and not share any of yours with the rest of us? You mean git! It's you isn't it? Every month there's one name missing from the bundle of hints and tips that flood into the mess room here at Squad HQ and it's yours you horrible little man! Get those tips sent in or I'll be sending out a Hacker Hit Squad round to your place to give you a proper going over make no mistake!
And now, for the rest of all you good lads out there, here's the latest batch of........ The Hacking Squad.



YOGI'S GREAT ESCAPE

Richard Thompson of Pensnett in the West Mids has come up with this simple cheat for an ex Cheapie of the Month. When the game has loaded and asks you to re-wind the tape to the start of side 2, DON'T. Fast forward the tape on side 2 to the begining of the next level and press play and ...Whay, hey, hey! You're on level 3 and even if you get killed you'll stay there. Welcome to the Squad Rich!





POWERBOAT SIMULATOR

Rodney isn't a dipstick. Rodney isn't even a plonker. Rodney Adams is a Squaddie now so back off dudes and listen to this tip all the way from Newsome in Hudders-field. When you're controling your boat press the 5, 6, 7, 8, 9, P and ENTER keys simultaneously (or together if you like) and you will automatically get infinite lives.

ENDURO RACER

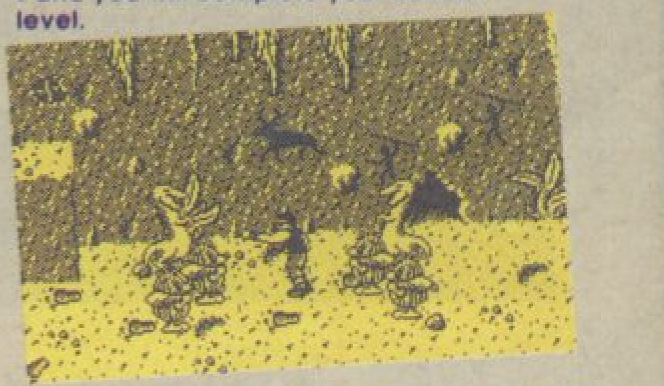
There're two tips for this one, from Kevin Tickle (no don't laugh) who's a scouser and one from Kevin Powell of Otham in Kent. Firstly for turbo speed you must press Q and the graph key at the same time. Easy eh? Next is to leap to level 4. At the start of a race, hold down the Q and the CAPS SHIFT keys and off you jolly well go.

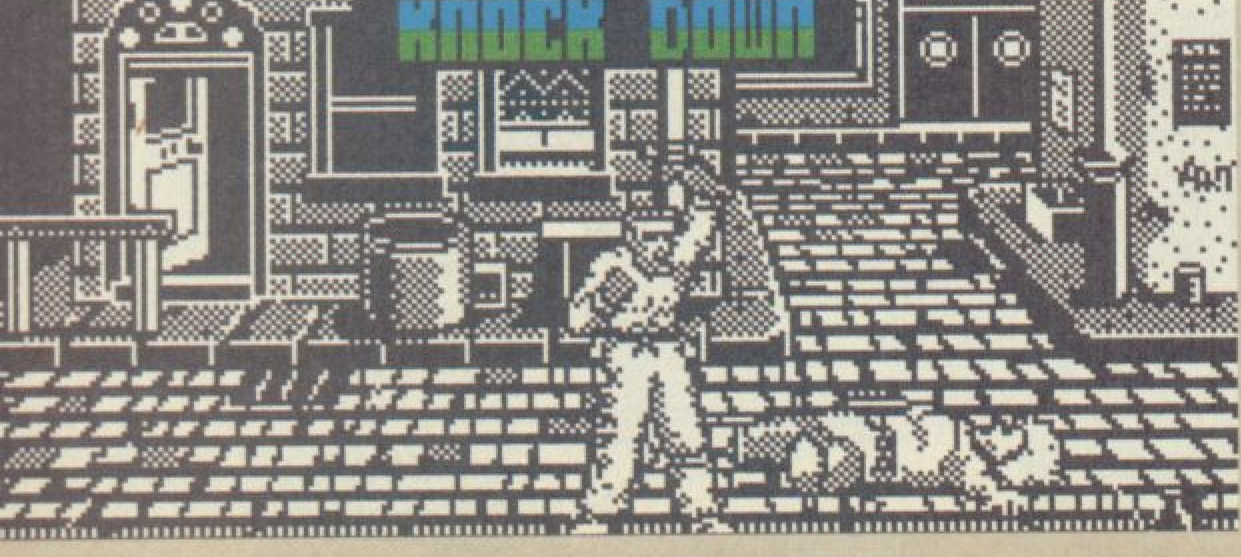
HUMAN KILLING MACHINE

Squaddie Simon Flynn sent in this cun-ning plan to leap levels in HKM, all the way from sunny Middlesex. Just hold down the G and O keys. When you play the game, if you press X it will send you to the next level. Cheers Simon.

RENEGADE III

Chris Tracey from Cramlington in North-umberland, sez if you press Q & T at the same time the screen will go all stripey. Now, on any subsequent levels press Q & T and you will complete your current level.





Well that's that. A shorter than usual Hacking Squad I agree but we had to make room for the fabby Judge Dredd strip and the "oh-so-ruddy more useful than a bagfull of bullets at blastin' time", Solutions pull-out And of course next month, we'll be giving you the two lost pages back month when the Squad will be excersised on seven (count 'em) full colour pages - even more chance for you to get your hints, tips and cheats published and get into the Squad. Be seein' you.



SOCCER DIRECTOR

"Football, it's a funny old game" (copyright Jimmy Greaves) and the job of the director is probably the funniest. Calling share holders meetings, buying and selling the odd share and smoking large cigars. Well low and behold GTI software have released a game all about the job of a director (but without the cigars)

The aim of this game is to own shares in all the major clubs in the first division and to own more than half the shares in at least one club.

The game is menu driven. The main options are:

1 Play season - allows you to see the scores week by week of all the first division clubs.

2 Buy sell shares - this lets you see the price of each share for each club and purchase some; "twenty of your finest chelsea's please."

3 View charts- And at number ten it's Bros , no not that chart but a chart of each team's skill, fitness and morale.

4 Call share meeting - allows you to try and make some changes to a team which you own shares in like sack manager or wages rise but lose the vote and club morale will be hit.

5 Make share offer - only when possible are you able to buy a complete team.

Unfortunately you have no control over the picking the team. Room for improvement here, along with a better scores table.

Also you can do a Lou Macari and bet on what team you think will win the cup, the league or get relegated Naughty eh?

The graphics are quite basic with quite limited colours but the game doesn't suffer too much because of this. Football Director offers quite a challenge, so it will keep puzzlers and strategy fans in front of their Speccys for a few months at least.

But the game really won't do a lot for football fans. You might as well be trading shares in British Gas. So if being a rich fat director appeals, buy this great finacial market game but don't expect much football to be involved in it.

SCORES

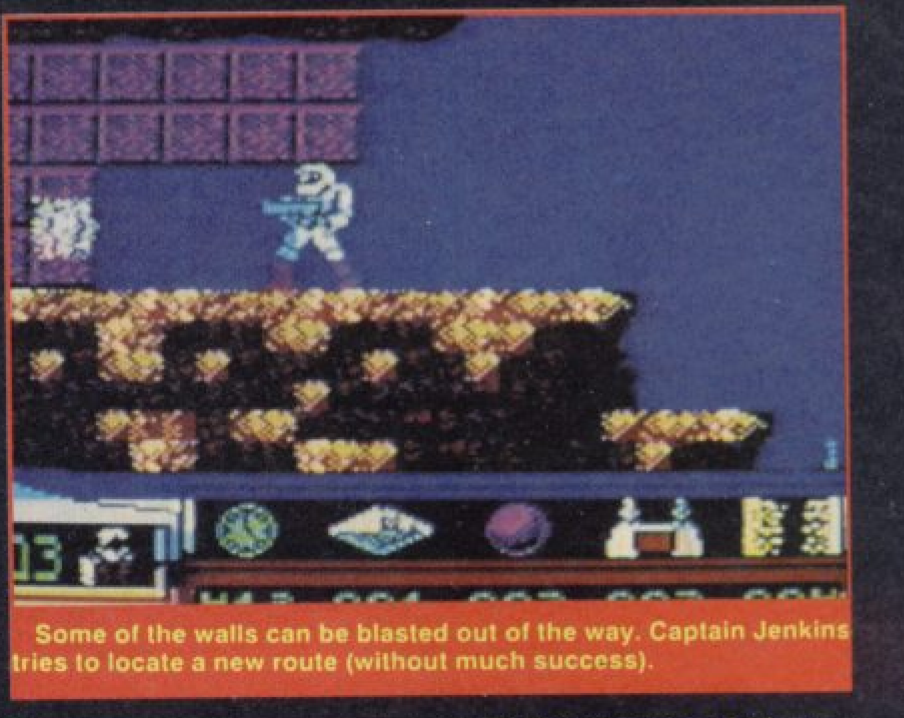
Graphics: 59	OVERALL 75%	Sound strategy elements. Maybe too removed from the Game itself.
Sound: 39		Label:GTI Price: £ 2.99
Playability: 70		
Lastability: 78		GARY REDRUP

TURRICAN

What on Earth is a Turrican? Is it some sort of brightly-coloured South American bird? Is it a steel enclosure for turries? Is it some martial art practiced in Newcastle? It's none of these. A Turrican, Frank, is in fact a fearless hulking great armoured adventurer chappie who fights his way through the five levels of magical mayhem in search of the evil three-headed Morgul. So now you know.

The most remarkable thing about Turrican is the play area. It's an absolutely massive scrolling landscape. Next come the graphics, which are colourful and varied (but pretty damned blocky). The premise of the game itself is simple. There's an awful lot of aliens out there, and you've got to kill them all, with an ever-escalating armoury or weapons.

As you run and leap around the five kingdoms your ultimate aim is to find the nightmare-maker Morgul and give him the chop; on the way you have to blow away a a selection of vampire bats, robotic monsters and other ghoulies. You have a standard zappy-gun to do this, but you can also pick up tokens which give you other weapons such as a lightning-whip which you can wave around madly, a multi-shot weapon and a laser gun.



Some of the walls can be blasted out of the way. Captain Jenkins tries to locate a new route (without much success).







There are also smart bombs which clear a whole screen with a field of flame, force shields which protect you from harm for a limited period, grenades, and diamonds which are, er, pretty (and which add up to give you extra lives). Laying mines can help you to blast your way into fresh areas, but some walls can simply be destroyed with your gun, which makes you wonder why they're there.

If it all becomes too much, you can turn yourself into an invincible gyroscope by pressing DOWN and ENTER. Once in gyroscope form, you're impervious to any form of attack, and wipe out everything you touch. You can't travel upwards as the gyroscope, however. Pressing Q (up) returns you to humanoid appearance.

First appearances can be deceptive. On face value, Turrican looks slighty unpolished and workmanlike, but its sheer map size and variety of aliens make it rather special.

SCORES

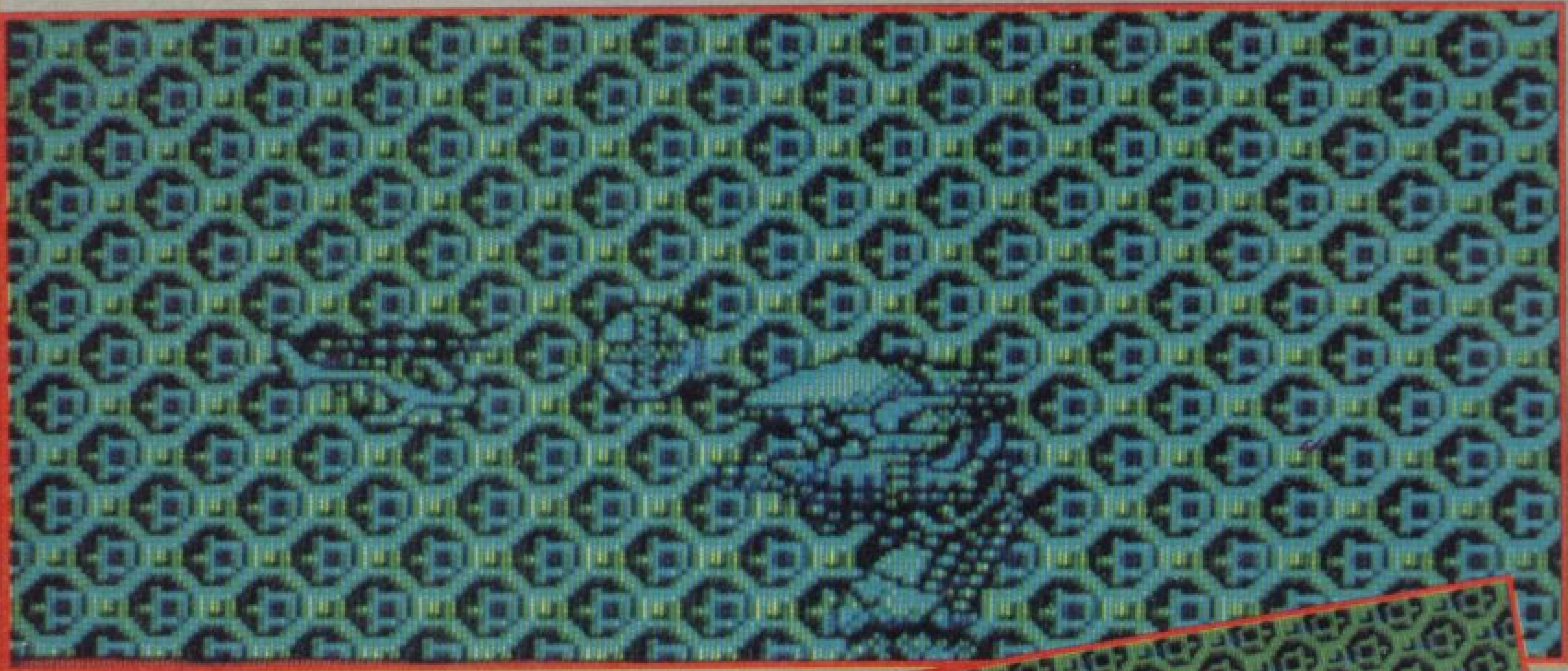
Graphics	78
Sound	70
Playability	82
Lastability	80

OVERALL 79%

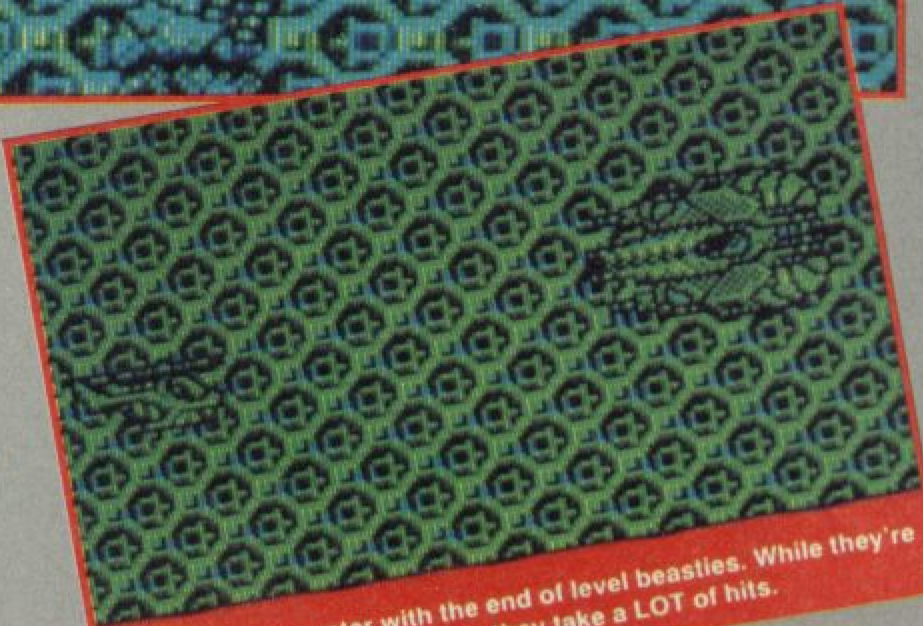
MASSIVE blast! Not the most beautiful game in the world, but it's so BIG!!!

Label: Rainbow Arts
Price: £8.95

CHRIS JENKINS



DESTINY MISSION



Your first encounter with the end of level beasties. While they're not ac tually very dangerous, they take a LOT of hits.

Heeellllp, I'm stuck inside a helicopter armed with only a peashooter and outside are thousands of aliens waiting to blow me to little pieces. I'll just have to get them before they get me. This is my mission, my Destiny Mission.

Well as you have already guessed the charcter you control in this game by Williams Technology is flying a helicopter and your aim is to survive eight levels of alien nasties.

The game is a horizontal scrolling shoot-em-up and a good one at that. The scrolling is smoother and slicker than Torvill and Dean on ice.

It's similar to Silkworm; detailed images and excellent animation, but where Silkworm fell down, Destiny Mission finds room to truly impress. The background parallax honestly has to be seen to be believed.

The graphics are largely clear and detailed, but the background's complexity sometimes makes it hard to pick out the enemy bullets. That said, the sprites are well animated, and the alternation of the colours for each level make for some variety.

Occasionaly a power-up icon appears which gives you a better weapon such as; a laser which destroys everything in sight or a spray gun which fires in two different directions (forwards and down).

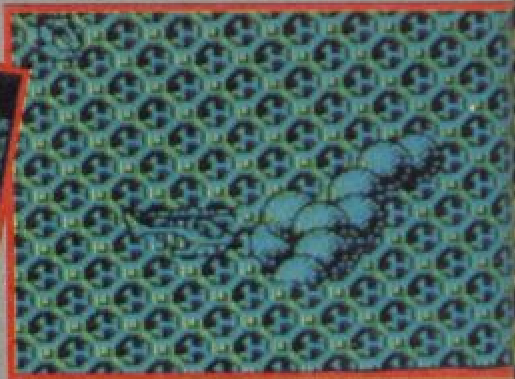


At the end of each level you are faced with a massive end of level nasty which is very hard to beat especially on the later levels.

The third level posed particular problems for me. Negotiating my way through a tricky maze of spinning mines, I seemed to get bumped off for simply being in the vicinity of the deadly objects. I fear it's a combination of the complex background camouflaging the mines and some wobbly collision detection.

The sound is pretty brill and it has some of the best spot FX especially on the walking end of level nasty.

Destiny Mission is thoroughly



addictive and it's got the necessary grab factor to keep you coming back for more. Also, you get just that little bit further each time because you remember where you died and learn how to dodge death. So you won't get grumpy and kick the cat, or throw your Speccy out of the window.

SCORES

	73
	89
	87
	86

OVERALL 86%

A great shoot-out. Suffers in some areas, but fab to look at.

Label= Wi liams Technology
Price= £ 7.95

GARY REDRUP



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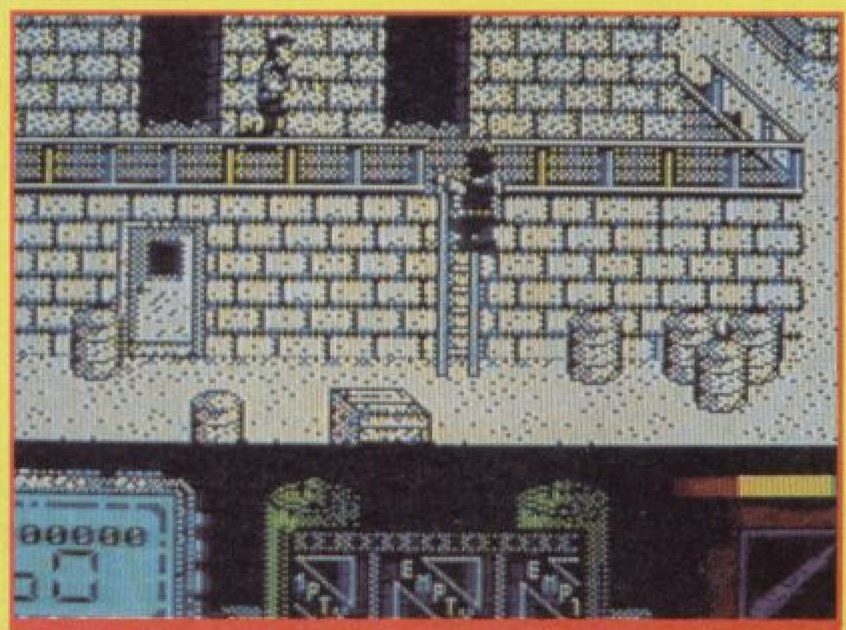
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VENDETTA

A Vendetta isn't a snazzy Italian sports car, as you might think; it's a vow of vengeance, such as you might make against someone who pours yoghourt into your Spectrum.

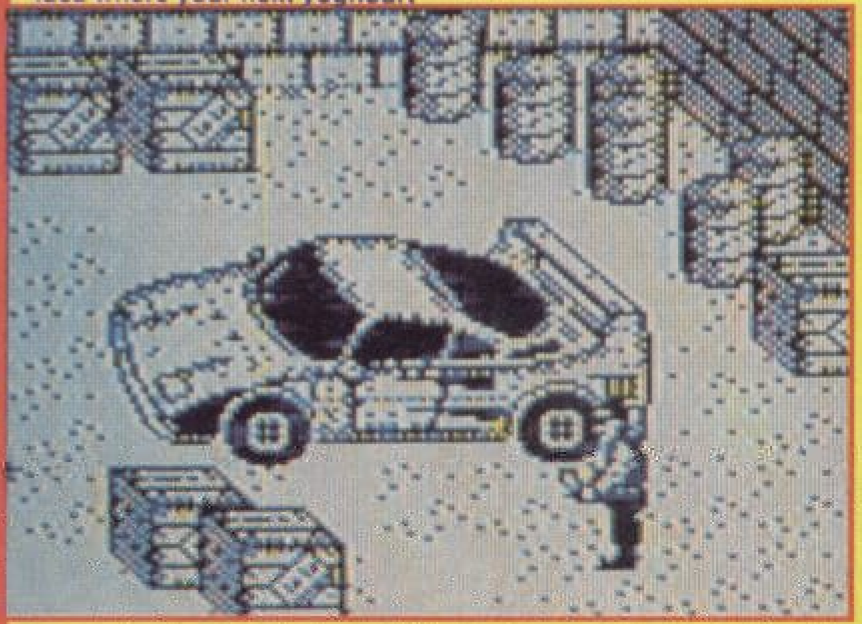
In the case of System 3's rather jolly 3-D beat-'em-up, you play a hard lad fresh from the killing fields of Saigon, and your vendetta is against a terrorist group who have kidnapped your brother in order to obtain from him the secret recipe for an irresistible flavour of yoghourt, or something.

After the war you were civilianised with what the manual calls "a tongue-in-check pat on the back", which sounds pretty pervy, and now you have sunk into the gutter, with all your possessions in a plastic bag and no idea where your next yoghourt is coming from.



And there is easy access to the veranda via the period ladders and comes complete with an on-suite psychopathic killer.



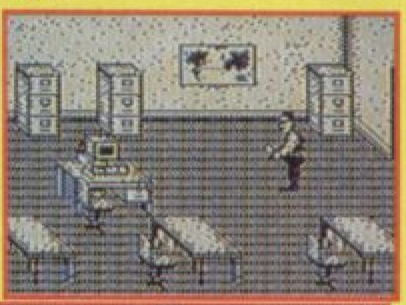


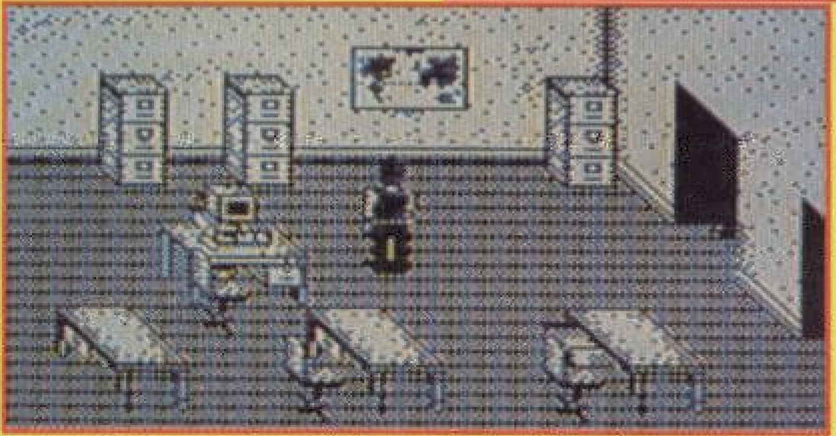
So, in order to save your bro and restore your pride, armed only with your fists and a sharpened carton of yoghourt (NO NO NO! It's a KNIFE!), you set off to defeat the bad guys.

If you liked The Last Ninja, and let's face it who didn't, you'll like Vendetta. The basic idea is the same: a series of 3-D backgrounds through which your character can move freely, searching out useful objects, fighting off baddies and solving puzzles which allow you to progress to later levels. The graphics could hardly be more realistic and detailed, the control system is clear (one window shows the weapon you are currently using, another the objects you have collected), and there's a timer which ticks off the moments leading to your brother's execution.

You start off in the docklands, investigating the derelict warehouses where the terrorists have been keeping hostages; as you move through doorways and climb ladders, the background flips smoothly to the next scene. You can take out enemies with your knife, or search for more deadly weapons, tools, computer disks and machinery which, without giving too much away, you'll need to progress to the next stage.

At the end of the first level is a Ferrari F40 sports car, and if you can work out how to activate this, you get into the next bit which is basically a car-race. To be honest I could have done without this - it looks very much like every other cockpit-view car race game since the year Zero - but it is well implemented.





In the end Vendetta looks nice and plays well, but doesn't have the same impact as Last Ninja. Yep, it's tough to improve on a biggie.

Incidentally, don't get too excited about the offer of a free Vendetta watch advertised on the packaging. The offer ends May 31st 1990. Tough luck, suckers!

SCORES

Graphics	79
Sound	67
Playability	89
Lastability	69

OVERALL 82%

Nice-looking Last Ninja style effort with no big surprises.

Label: System 3
Price: £8.95

CHRIS JENKINS

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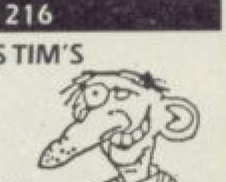


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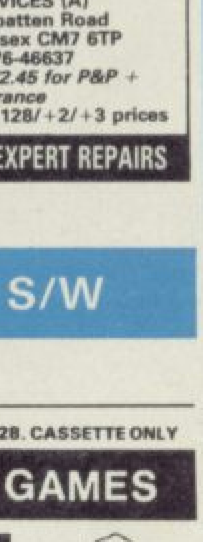
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NEXT MONTH

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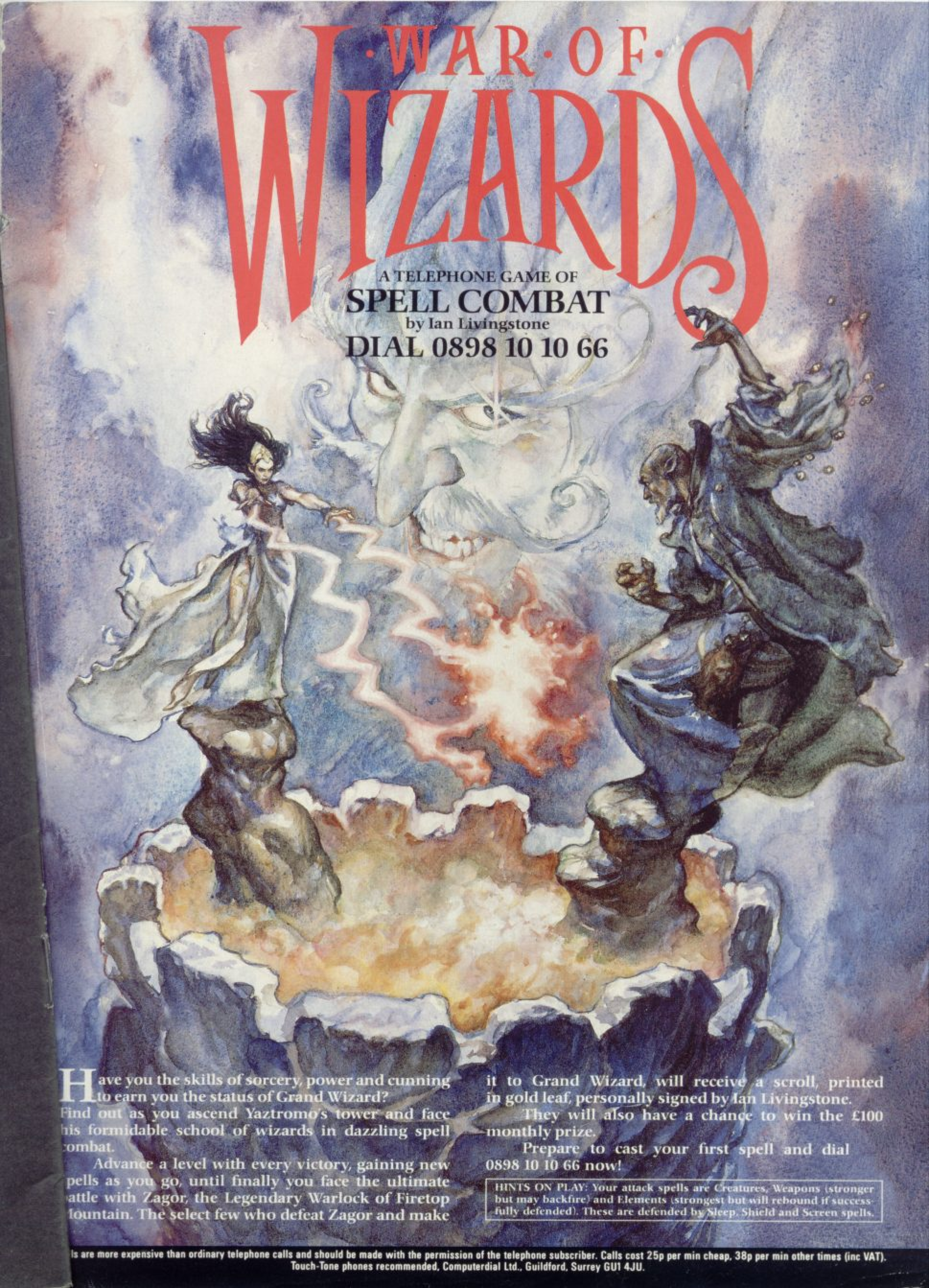
Yes, it's true! Next month is the bumper month for all you POKErs out there. Over 40 (count em') pokes on tape made up from 20 of the latest and 20 of the greatest games. The old and the new and they're coming at you!

extra extra!

Can't get enough of Solutions? Then next month's Solutions Extra should stop your withdrawal symtoms with the rest of the Crackdown Maps, just pull it out and slot it in with this month's Solutions.
There's just no stopping the Crew!

SU SEPT - OUT AUGUST 18th

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ls are more expensive than ordinary telephone calls and should be made with the permission of the telephone subscriber. Calls cost 25p per min cheap, 38p per min other times (inc VAT).
Touch-Tone phones recommended, Computerdial Ltd., Guildford, Surrey GU1 4JU.

POWER UP OR PULL OUT!



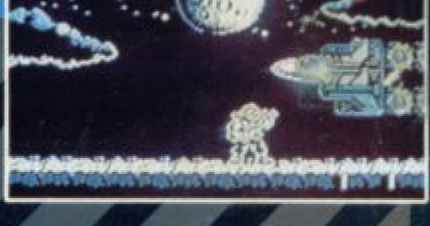
THE "POWER UP" COIN-OP HIT FROM DATA EAST BRINGS SUPER-ACTION TO YOUR MICRO SCREEN.

Join the resistance fighters in their crusade against the awesome powers of KING CRIMSON - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines... giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more. Each level throws you into confrontation with an enemy even more terrifying than the last. If you have the skill you can locate the weapons of your predecessors' failed missions - if you have the courage you can fight to reach

YOUR ULTIMATE GOAL - THE DESTRUCTION OF KING CRIMSON HIMSELF.

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